JULY 1988

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REVIEWED

DARK SIDE

DESOLATOR

MARAUDER

STREET FIGHTER

BEYOND THE ICE PALACE

AMIGA EXTRA

DRACONIA

BUGGY BOY

LEATHERNECK

RETURN TO GENESIS

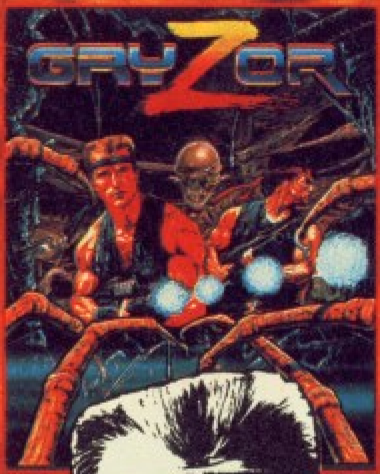
OBLITERATOR MAP

IMPOSSIBLE MISSION 2 MAP & TIPS

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ACADEMY RIVALRY
COMBAT SCHOOL
PLATOON
The first casualty of war is innocence.
JU
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Special boxed pack containing FREE film poster, g
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NGLE ARFARE



SCI-FI SURVIVAL





ter, g ne picture
racks f my Tears".
withi the jungle
to da " – the
form s.
, you n almost
gers a you
ps. H ing found the underground maze of tunnels, enter
om th murky waters within, but this is the only way you
f this ive, you'll be just one of the few!

s Res ved.

GRYZOR

A superb conversion for your home micro of Konami's arcade blockbuster. Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!

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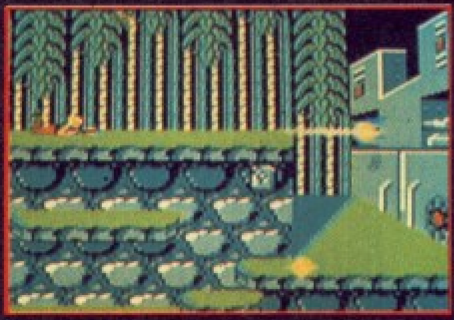


FIT ONLY FOR HEROES

ean



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POPULAR COMPUTING WEEKLY.



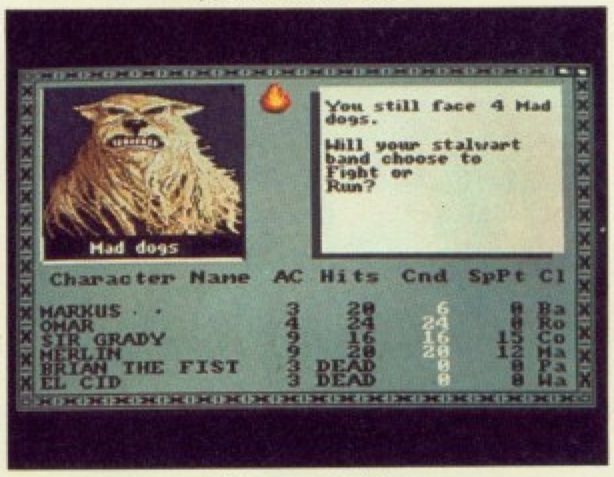
C-64 cassette screen shot



Spectrum screen shot



Amstrad screen shot



Amiga screen shot

. . . Create your own original characters, which you can develop during your quest into experienced warriors and magicians.

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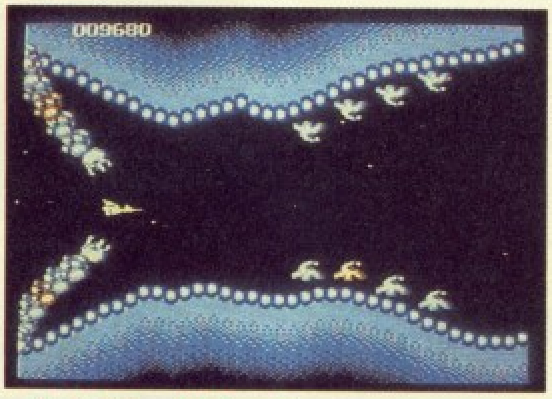
REGULARS



SPECIALS



Draconia *on the Amiga.*



Salamander *the coin-op classic comes to the 64.*



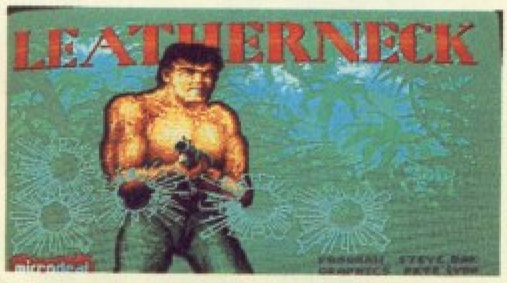
Beyond the Ice Palace.

68,368
Jul-Dec 1987

REVIEWS



Skate City *rolls in from Gremlin.*



Leatherneck *shoots to kill.*



Buggy Boy *bounces back on the Amiga.*

Editor — Mike Pattenden; Deputy Editor — Gary Penn; Staff Writer — Nick Kelly; Art Editor — Elaine Bishop; Design Assistant — Andrea Walker; Advertising Manager — Mark Scriven; Classified/Copy Control — Angela Smart; Publisher — Terry Pratt; Editorial/Advertising — 01-251 6222; Distribution — EMAP Frontline Limited, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP Tel: 0733 555161; Back Issues — PO Box 500, Leicester, LE99 0AA; Subscriptions — PO Box 500, Leicester LE99 0AA Tel: 0858 410510; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.
Cover Illustration: Angus Fieldhouse

BUZZ

SONGS OF DESTINY

Who are this strange and rather arty bunch? And what are they doing in Buzz? Simple — they are sprightly 'indie' pop combo The Company She Keeps, previously best known for having Rik Mayall star in one of their videos, but now entering the wacky world of computer games by a rather unorthodox route. Y'see, canny softhouse Destiny have decided to include a free cassette single featuring two of the Ver Company's 'indie' pop toons ('What A Girl Wants' and 'Express Interest') with their forthcoming game, *Diamond*. The man responsible for this unusual marketing ploy, Destiny boss Francis Lee, doesn't intend this to be a one-off experiment: having just launched his very own indie record label (called, by coincidence, Destiny Records), he plans to use Destiny (the software label) to promote future singles releases from Destiny (the record label) in the same way. "Promoting music through software seems an ideal way of letting people access music they perhaps would otherwise never hear," explains softpop mogul Lee. Well, we never!



COMMODORE SLASH MACHINE PRICES

After weeks of rumours Commodore has finally confirmed that the Amiga A500 is having its price cut by £100. This move brings Commodore's mean machine down to the same retail price of £399 as its main competitor the Atari ST, though the ST's price also includes a large bundle of games software which the Amiga lacks. Still, for many the Amiga's amazing graphic and sound capabilities will more than compensate for the ST's freebee bundle, and at just under £400, a lot more people may feel able to afford the initial outlay.

Good news also for those thinking about investing in a new 64: Commodore have decided to slash the 8-bit machine price by half-a-ton, *and* they're throwing in ten games based loosely on an athletic theme to coincide with the Seoul Olympics, including Ocean's forthcoming Daley Thompson game. *Barry McGuigan's Boxing, World Series Baseball* (*shurely shome mishtake? — Ed*) and *Track And Field*. The whole lot will now retail for just £149.99.

ELITE SPORTS 'QUESTION'



The emormously popular BBC sports quiz show "A Question Of Sport" is to be converted into a game for the 64 and Amiga by Elite. The quiz, which features that most famous exponent of the mixed metaphor David "Colemanballs" Coleman in the presenter's chair and permanent team leaders Emlyn "Chirpy" Hughes and Bill "Amiable" Beaumont, has already been turned into a most successful board game. According to Elite, the computer game will be based exactly on the TV series, featuring such favourites as the "Mystery Personality" and "What Happens Next?" rounds. The questions are going to be set by the same team as is used by the BBC. *A Question Of Sport* will be in your shops in early October.

SUPERMAN FLIES AGAIN



The world-famous man of steel, who made his first 64 appearance courtesy of Beyond way back in 1985, has just been signed up to star in a brand new game. The party responsibility this time are Tynesoft who've just concluded a deal with DC Comics to use Krypton's best loved son in a game which will hit the streets in November. There'll be a simultaneous release for the as-yet untitled game on Amiga and 64. This new product won't be in any way connected with Beyond's original *Superman*, which received a panning from the critics. And according to a Tynesoft spokesperson, Superman (Mk II) will be a whole lot better than its ill-starred predecessor.

PSYGNOSIS ON 64

64 owners who've yearned for a chance to check out Psygnosis products on their machines need yearn no longer. For the hitherto exclusively 16-bit softhouse have just announced that their most popular products are due to appear on 8-bit computers in the near future. The conversion work has been entrusted to Mastertronic, though the games will be released on the Psygnosis label. Marketing of the products, which will retail for £9.99 (cassette), will be marketed by Melbourne House. August will see the release of the first of these products, probably *Barbarian* with the likes of *Terrorpods* and *Obliterator* expected to follow close behind.

ENLIGHTENMENT VIRUS

In a new twist to the Amiga virus story, software magazines were recently sent review samples of Firebird's *Enlightenment: Druid II* which were infected by one of the most recently discovered, and deadly, viruses, the Byte Bandit. This is thought to be the first time that the virus has been found on a disk which was neither pirated nor infected on a retailer's premises. According to Firebird's Steve Perry, the virus must have got on to the master disk during the duplication process, probably at the checking stage when the disk may have been run on a machine which had previously been used to check an infected disk and had not subsequently been powered down for 30 seconds before inserting the *Enlightenment* master. Perry is quick to point out that, while the virus did appear on the disk during the duplication process, at the time that particular virus was not even known of, and therefore the (then) standard precautions were useless to counter it.

"While, as it happens, we're absolutely certain that in this case the virus didn't come from us, it would be absolutely unfair of us to blame our duplicators — it could have just as easily happened at our end.

The virus itself Perry describes as "a really nasty one, actually. It makes it appear as if there's a hardware fault while simultaneously corrupting your disk".

Happily, none of the infected disks made it into the shops, and Firebird are now taking precautions to ensure that in future it won't be possible for disks to become infected in this way during production.

BUZZ

MIRRORSOFT SNAP UP BLASTEROIDS

Mirrorsoft move into what for them represents a new area with the announcement that they've acquired conversion rights for Atari's recently released coin-op *Blasteroids*. *Blasteroids*, an excellent update of the decade-old arcade classic *Asteroids*, will be Mirrorsoft's first ever coin-op licence. Their acquisition of the licence is understood to be linked to another deal whereby Atari will be picking up the right to convert the British label's *Tetris*, originally a home computer product, for the Nintendo games console system. While no official statement has yet been made, it is understood that the *Blasteroids* conversion will be the first release on a new Mirrorsoft subsidiary label, and it should be in the shops in early '89.



BUZZ

EA Sign SSG: **Electronic Arts have just signed a distribution deal with Australian wargames and science fiction specialist Strategic Simulation Group which will make SSG's product available across Europe at non-import prices. The first nine SSG titles should be cluttering your softshelves as we write on both 64 and Amiga. The games, which include everything from 18th century warfare through the Second World War and into the future, will retail for £18.95 on 8-bit and £24.95 on 16-bit machines.**

Code Masters' Cheapo Disks: **Budget kings Code Masters continue their price-busting campaign with the launch of a sub-three quid range of 64 disk products. The first four releases in the range are a quartet of simulators — *BMX, Grand Prix, ATV* and *Fruit Machine* — and they'll each retail for just £2.99.**

SoftSoc Set Up: **Word reaches us of a new organisation which has been set up to give advice and help to programmers and others working on developing software. The Society of Software Authors (SSA) will have as its primary objective the production of guidelines which, it is hoped, will both protect these vulnerable creative types from exploitation and help them arrive at more efficient and reliable methods of doing business. If you'd like to find out more about SSA, or if, indeed, you've got any ideas or suggestions for them, you can contact Jon Dean at Society of Software Authors, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.**

Logotron Chess Champ: **Fans of chess might like to try their hand against *Sargon III*, an Amiga and 64 program from Logotron which reckons it can pretty much whup the ass off the competition. Apart from having taken apart various computer challengers, it's also apparently managed to defeat a chess master in an officially-sanctioned American chess tournament. Fancy your chances? Well, dig deep — *Sargon III* will cost £19.95 on the 64 (disk only), £24.95 on Amiga, and it's out this month.**

Mastertronic Megaplay: **September will see the release by Mastertronic of a new budget compilation series. *Mega Play: Volume I* will feature six games contained on two cassettes. The games in question will be *Streetbeat, Rapid Fire, Cage Match, Agent X2, Pipeline 2* and *Destructor.* Alas, no final price is available yet but we're assured that it'll be "very good value".**

BUZZ



EDDIE EDWARDS' SUPER SKI

It just had to happen. Sooner or later, some smart software company were bound to recognise the commercial potential of a game based on Cheltenham's greatest son, Eddie "The Eagle" Edwards, a man with the aerodynamic qualities of a brick and a skin as thick as an elephant's backside. Step forward Loriciels — the go-ahead French software house have snapped up the rights and soon the lovable chappie who keeps his helmet on with string will be flying across the screen of your 64. What's more, you won't just be limited to Eddie's "best" event: in addition to the ski-jump, there are also slalom, giant slalom and downhill skiing events to compete in. For one to six players, *Eddie Edwards' Super Ski* is due for a release — how can you resist it?



TIGER ROAD

Part of Go!'s ten game tie-up with coin-op manufacturers Capcom, *Black Tiger* puts you in the curly-toed shoes of Lee Wong, a plucky young warrior from the temple of Oh Rin charged with a mission to take on and defeat the forces of the evil warlord Rya Ken Oh who's been kidnapping all the local children and turning them into zombie warriors for his army. With your magic jacket to give that extra bit of spring in your step, and a variety fo weapons at your disposal, you march through a seemingly endless supply of Ninjas, sumo wrestlers, giants and dragons. Supposedly based upon a genyewine Chinese fable, *Tiger Road* will be in your local softshop in October.



LOCK-ON

Summer's here and the time is right for visiting Stonehenge, battering acoustic guitars, and digging out those old floppy hats, bell-bottoms and platforms. Yup, there's a '70's revival going on right now, just in case you haven't noticed, and what better time could there be to release a converstion of that most mind-bending shoot 'em up, *Lock On.* Sega's coin-op original, with its tilting, sea-sickness-inducing flying and very, erm, psychedelic graphics was a forerunner of *Afterburner*, so we'll be very interested to see how Activision manage to get this distinctly colourful blast along onto the 64. *Lock On* is due for release in early August.



SUMMER OLYMPIAD

When was the last time a software manufacturer was able to boast that their product was due to be released *earlier* than originally anticipated? Well, that's what Tynesoft are saying about their forthcoming multi-event *Summer Olympiad*, which they reckon should be ready for the consumer within the month. And you can't accuse them of being slavishly unoriginal, either: the first three events they've programmed are Fencing, High Diving and Skeet Shooting! For it looks like it's going to be a jolly interesting product, and so Seoul of us (trad. arr. Buzz).

STREET SPORTS SOCCER

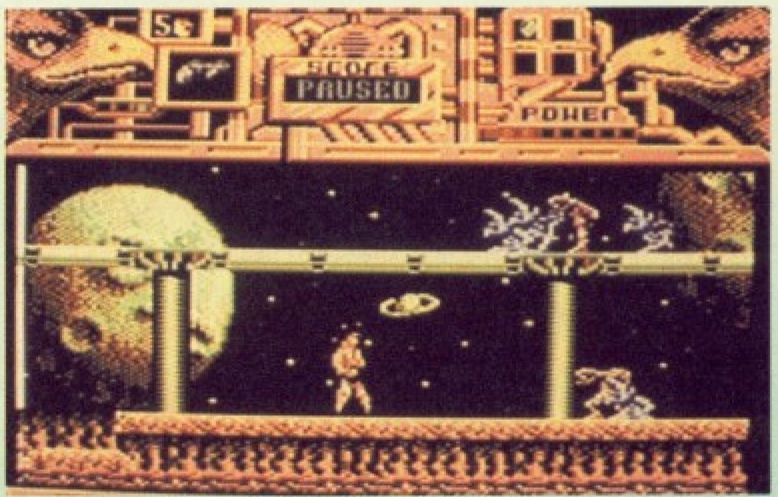
It's about time somebody brought out a *real* football game: none of this namby-pamby football pitches with goal-posts, linesmen and oranges between halves. Epyx' *Street Sports Soccer* puts you down in the back-streets, with manholes, dustbins and re-bounding walls to contend with as well as your opponents. You get to pick your team from a selection of the neighbourhood kids before you get down to kicking the toes out of your school shoes. After all, George Best and Pele didn't learn skills kicking brand new leather balls around astroturf pitches. And if the gritty realism of grazed knees and chalk goals was good enough for the likes of *them*, well . . .



BARBARIAN II

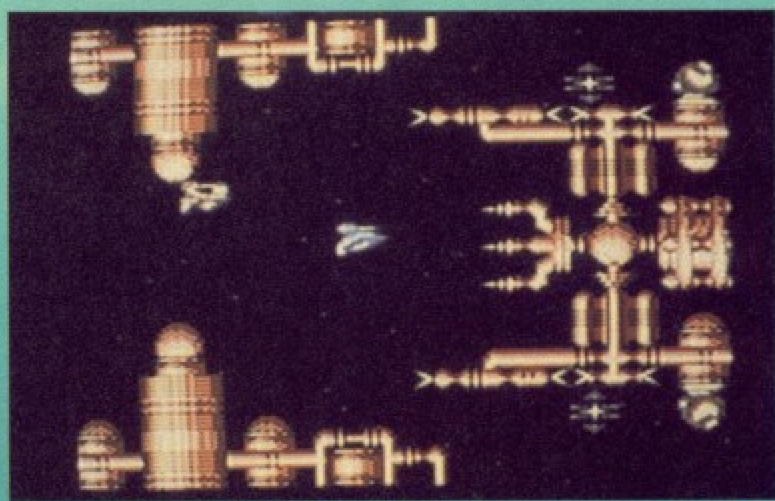
Head huntin', axe wielding muthas will soon have their chance to indulge in some more gratuitous violence with the sequel to Palace's gooey blood'n'guts hit of two years ago. Having defeated Drax's henchmen you can now proceed after the miserable wiz himself. Boobarian II has been transformed into an exquisite blend of arcade adventure and beat 'em up. It features gallons of hideous freakos and numerous sticky ends for the hapless hero, three testing levels of object collecting and "more decapitations than any other game." Oh, and should your genes be so arranged you can play either Maria or Barbie. Psychos can start sharpening their blades and preparing blunt instruments for release in late July.





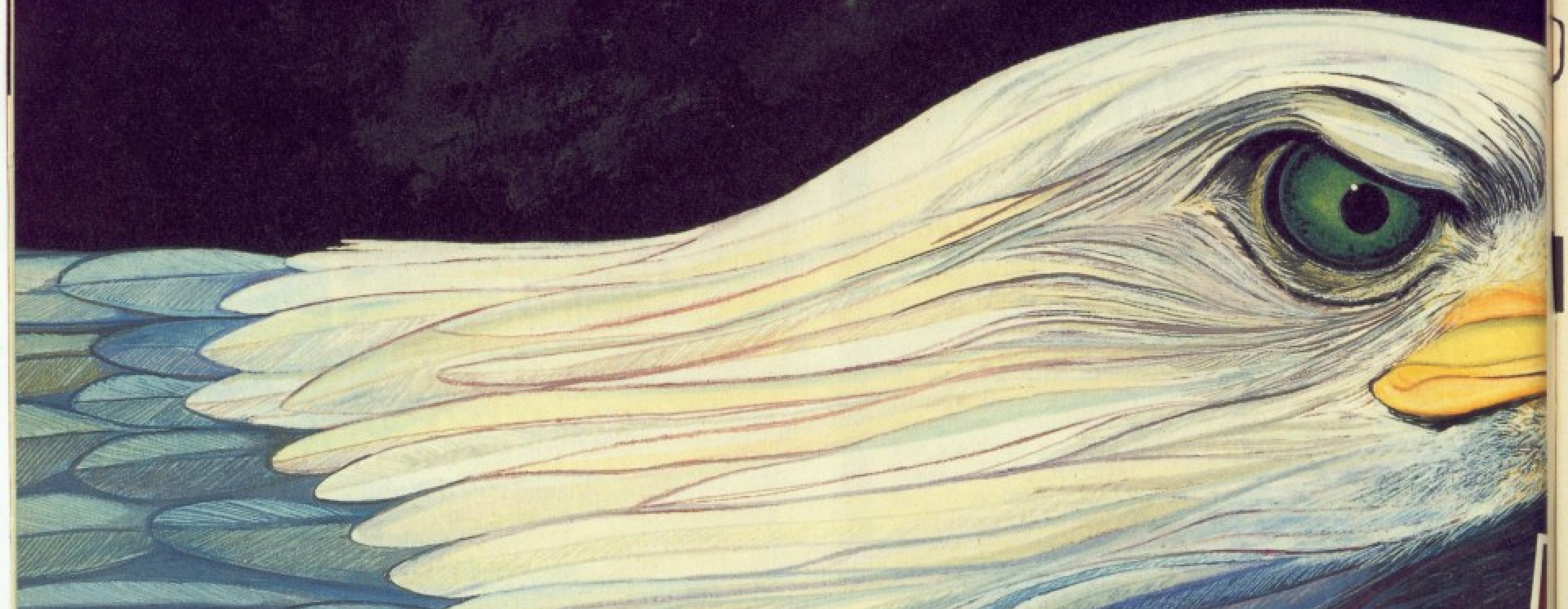
HAWKEYE

Hawkeye, due out in early August on the Thalamus label, is the first game ever produced by a young Dutch programming team who call themselves Boys Without Brains! Their muscular man-at-arms here, Hawkeye, dressed in bearskins by the looks of things, is armed with a very much more up-to-date arsenal of weapons, including an unlimited fire pistol, and access to rocket launchers, machine guns and lazers. He roams through landscapes with the names like "Dutch Mountains" and "Blue Monday" blasting the various vultures, stegosauri, gorillas and cavemen he encounters in his search for the four icons he needs to pick up to move on to the next level. But what is his mission? What are his motives? Sorry, we haven't been told — you'll just have to buy the game and read the packaging yourselves.



ARMALITE

No, confusingly enough Thalamus' *Armalite* does not have anyting to do with the British army, or even any kind of rifle: in fact it's a space-age shoot 'em up. For one or two players this multi-loader brings you through a series of fairly intricate spacescapes with plenty of opportunities for you to crash into various obstacles — or to push your "mate" into 'em. For though you can't actually shoot your other half, you can bash him around quite effectively. Of course there are plenty of chances to use your weapons on a whole host of other creatures, and even the occasional wall. Extra weapons are gained by shooting shield icons you come across along the way — if you just run over these without blasting 'em first all you get is a girly protection feature. *Armalite* should be on the streets for late summer.



The year is 1987; Robin, an 11 year old boy with phenomenal psychic powers is in a trance. His mind has left his body and travelled through time, taking him to a post-holocaust Southampton ruled by Fascist forces — The System.

Everywhere is bare, scorched and desolate. He is totally alone!

The friends he left behind are powerless to help him as they stand over his inert body, watching transfixed as his fluorescent green eyes reveal like a TV screen the horror and devastation of his surroundings.

Will Robin survive?

Can he blow up the enemy generator, defeat The System, free the prisoners and return to the present?

He has just 24 hours to save the world!





NEW FEATURES

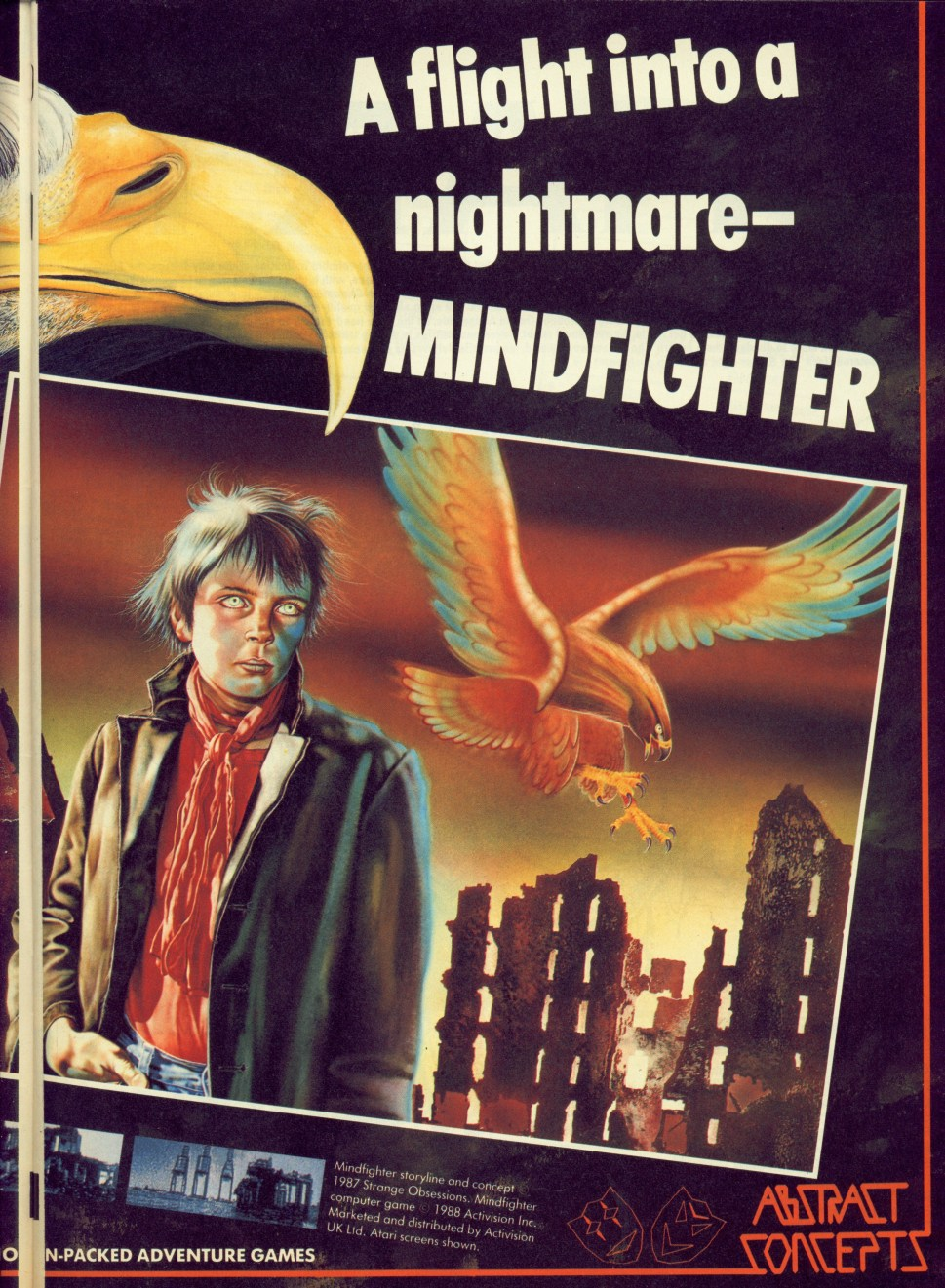
- Icon driven
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Atari ST	24.99
Amstrad PCW	24.99
Amiga	24.99
MS DOS	29.99

MINDFIGHTER — THE FIRST OF A NEW GENERATION OF ACTIO



A flight into a nightmare–
MINDFIGHTER
Mindfighter storyline and concept © 1987 Strange Obsessions. Mindfighter computer game © 1988 Activision Inc. Marketed and distributed by Activision UK Ltd. Atari screens shown.
ABSTRACT CONCEPTS
N-PACKED ADVENTURE GAMES

CHARTS

Yup, you can tell that summer's here — not by the weather, of course, but from that much more reliable indication of the silly season, the full-price sales slump. Of the top twenty only a quarter of the games aren't budget house productions, with highest marks going to Imagine's *Target Renegade* now risen to number two, and their boss label Ocean's compilation *We Are The Champions* hanging in at number three. A good showing too from Epyx' *Impossible Mission II* crashing straight in at seven. But all in all, most quality software fans will be holding on to their dosh until the advent of the annual Autumn upswing of product. On the Amiga side, on the other hand, there's no end of activity as more and more programmers and software houses get hip to the machine's might. Seven new entries in the top ten this month, and no doubt next month there'll be a stack more to displace them in turn. The adventurers' world, meanwhile, follows its characteristically topsy-turvy path by dumping the re-entered *Jack The Ripper* right up in top position.



REVIEWERS CHOICE

This month's fave raves

The Ed: Salamander (64), Draconia (Amiga), R-Type on the PC Engine.

Gary Penn: Pinball Wizard (Amiga), Skate Crazy (64), Leatherneck (Amiga), R-Type (PC Engine).

Nick Kelly: Draconia (Amiga), Salamander (64), Gold Medalist (Coin-op).

Gary Whitta: Interceptor (Amiga), Sentinel (Amiga).

C64 CHART

TM	LM		
1	1	STEVE DAVIS SNOOKER	BLUE RIBBON
2	4	TARGET RENEGADE	IMAGINE
3	3	WE ARE THE CHAMPIONS	OCEAN
4	NE	YOGI BEAR	ALTERNATIVE
5	2	GHOSTBUSTERS	MASTERTRONIC
6	9	WAY OF THE EXPLODING FIST	MASTERTRONIC
7	NE	IMPOSSIBLE MISSION 2	EPYX
8	5	PAC-LAND	QUICKSILVA
9	RE	ACE	CASCADE
10	RE	SOCCER BOSS	ALTERNATIVE
11	7	FRUIT MACHINE SIMULATOR	CODE MASTERS
12	RE	ALIENS	MASTERTRONIC
13	13	GRAND PRIX SIMULATOR	CODE MASTERS
14	NE	SHANGHAI KARATE	PLAYERS
15	RE	MATCH DAY 2	OCEAN
16	RE	GROGS REVENGE	POWERHOUSE
17	RE	FA CUP FOOTBALL	MASTERTRONIC
18	17	OUT RUN	MASTERTRONIC
19	12	DAN DARE	MASTERTRONIC
20	6	TRAP DOOR	ALTERNATIVE

AMIGA CHART

TM	LM		
1	1	OBLITERATOR	PSYGNOSIS
2	NE	AAARGH!	MELBOURNE HOUSE
3	NE	PUB POOL	MASTERTRONIC
4	NE	LEATHERNECK	MICRODEAL
5	NE	BARBARIAN	PALACE
6	3	SIDEWINDER	MASTERTRONIC
7	2	FERRARI FORMULA 1	ELECTRONIC ARTS
8	NE	THREE STOOGES	MIRRORSOFT
9	NE	ROCKFORD	MELBOURNE HOUSE
10	NE	INTERCEPTOR	ELECTRONIC ARTS

64 ADVENTURE CHART

TM	LM		
1	2	JACK THE RIPPER	CRL
2	NE	MICRO MUD	VIRGIN
3	RE	INHERITANCE	INFOGAMES
4	9	BARDS TALE 2	ELECTRONIC ARTS
5	3	GUILD OF THIEVES	RAINBIRD
6	RE	WARRIORS OF RAS	ALL AMERICAN US GOLD
7	RE	MORDON'S QUEST	MELBOURNE HOUSE
8	RE	BUGSY	CRL
9	4	LORDS OF CONQUEST	ELECTRONIC ARTS
10	RE	ADRIAN MOLE	MOSAIC

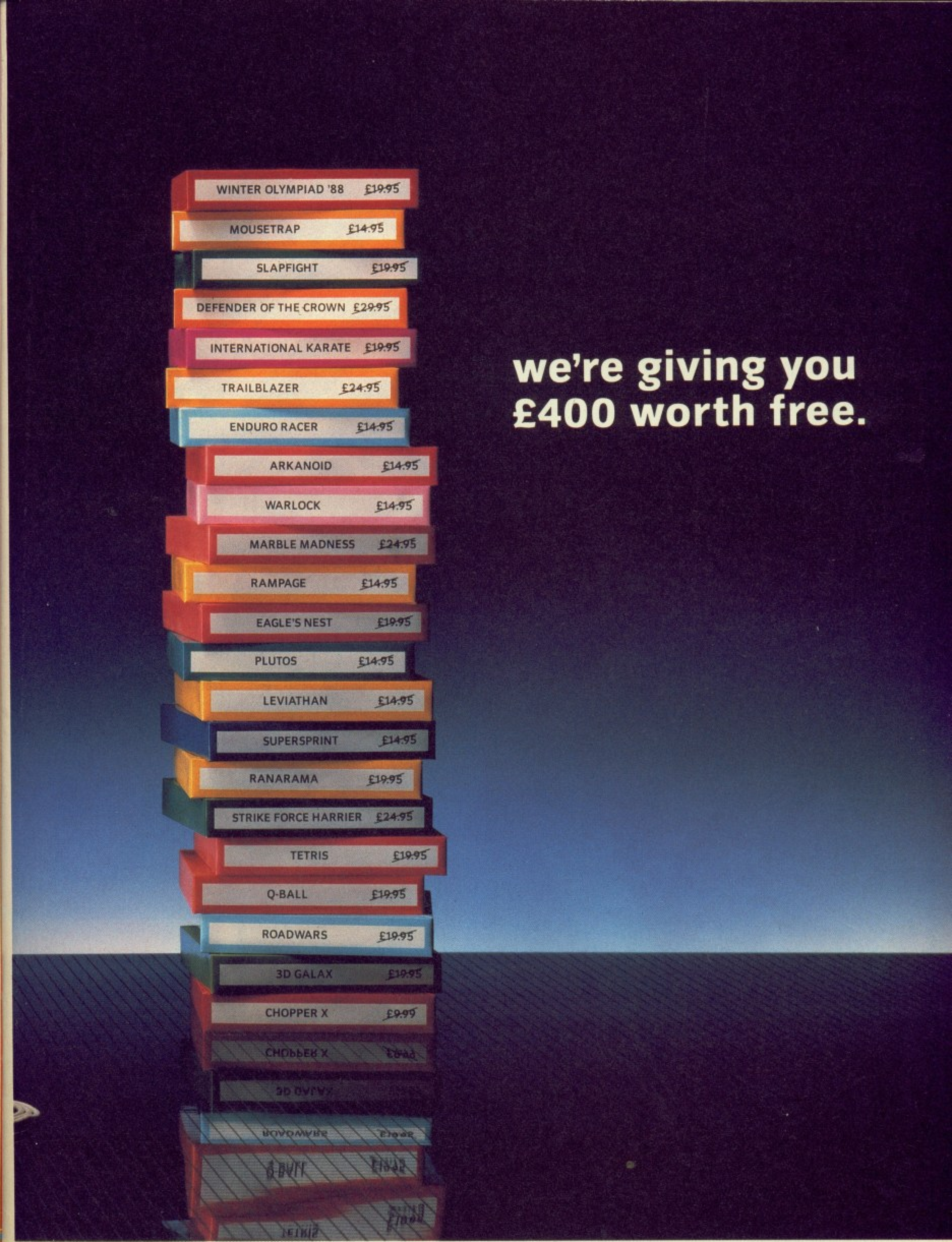
TOP TEN FALLS FROM GRACE

1. Frank Bough — has a nose for a good story when he smells one.
2. Bobbie Robson — knocked by the shamrocks.
3. Lester Piggott — found the jockey's life too taxing.
4. Major Ron — a right royal dressing down.
5. Len Fairclough — a touch childish.
6. Mike Gatting — howzat?
7. The Rev Pat Robertson — what the Lord giveth ...
8. Cecil Parkinson — dishonourable member...
9. Ron Brown — A-mace-ing disgrace.
10. Ian Botham — again and again and ...

READERS COIN-OP CHART

TM	LM	
1	2	AFTERBURNER
2	1	OUT RUN
3	3	DOUBLE DRAGON
4	4	R-TYPE
5	5	HEAVYWEIGHT CHAMP

The only change in the top five is the swopping of number one spot between *Afterburner* and *Out Run*. So just what do y'all think of *Thunderblade*, *Operation Wolf* and *Continental Circus* — or still waiting for a visit to the seaside arcades to check 'em out? Either way, keep those coin-op charts coming to Readers Coin-Op chart, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



There's no catch. You really do get a 520 STFM and £414 worth of great games for just £399.99! But only until September 1st. What are you waiting for?

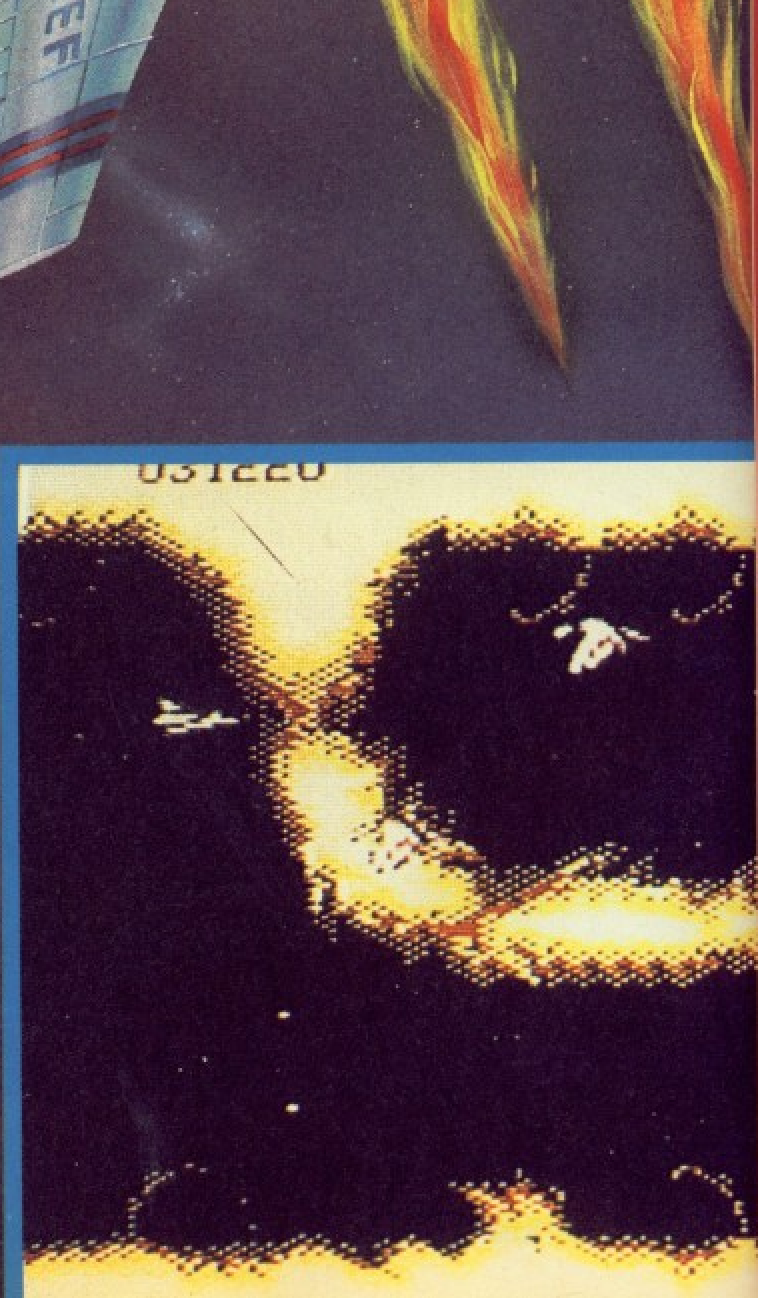
ATARI®
SUMMER PACK

SALAM

64/128
Ocean
Price:
£9.95 cass
£12.95 disk

C.U. Screen Star





Level Three's belching flames.

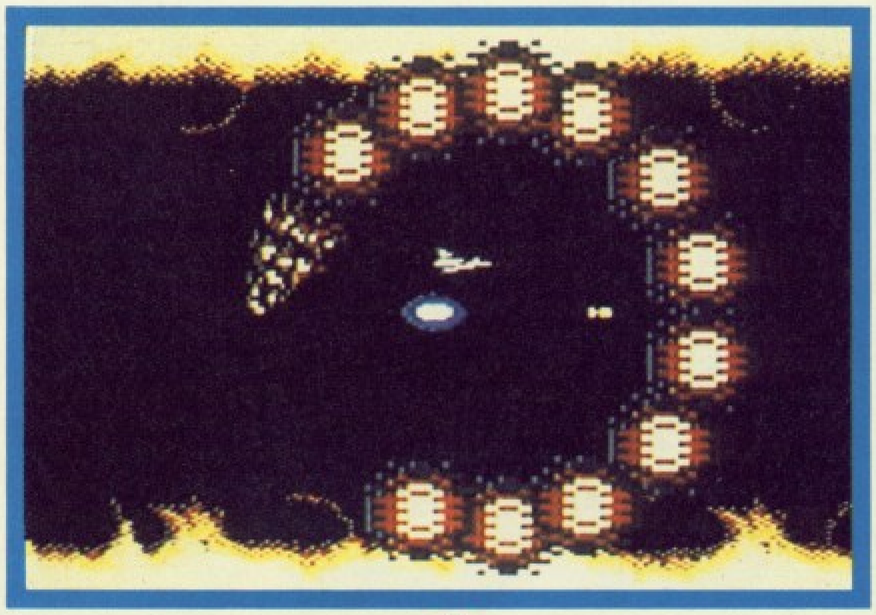
ANDER

With another sequel in the arcades there couldn't be a better time to release the long-awaited conversion of Konami's classic vertical and horizontally scrolling shoot 'em up.

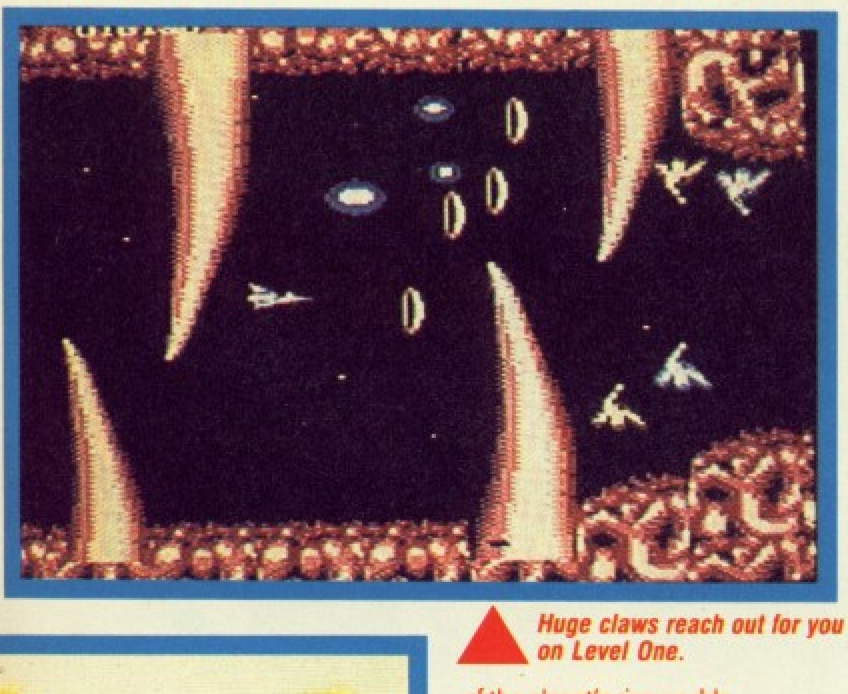
Konami's original conversion of *Nemesis* (by Simon Pick) went down well with this mag when it was released in March of last year, but Ocean's job on its sequel will turn of lot of heads for its quality.

Salamander sadly, isn't so easily found in the arcades these days (the fast turnover of machines often means that old games, classic or not, are relegated to the cellar or sold off) so let me remind you very briefly what it's all about.

Two pilots from the planet Nemesis have been given the job of stopping invading ships from the Latis system. It's all there hidden in the lost scrolls of Konami's many unlikely legends. What should concern you is six levels of choice blasting which take you from the planet's surface, through space facing a bombardment of asteroids, then descending to fly over erupting volcanoes, mechanoid bases and sub-space regions until you reach the end, which is a final confrontation with a fortress on one of the planet's ringworlds.



▲ A fairly familiar snake.



▲ Huge claws reach out for you on Level One.

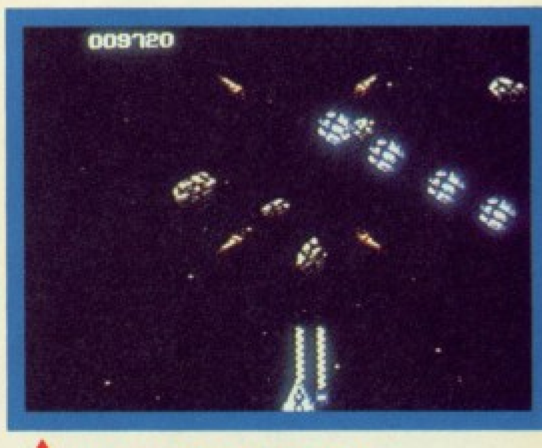
As you battle your way through the multitude of attack waves you can pick up multiples, revealed by shooting complete groups. The multiples attach themselves to your ship to provide extra tiers of fire. Shooting complete waves reveals special weapons, which, when flown into reward you with such armed assets as homing missiles, twin and triple shots, and screw lasers — not named so much for the damage they cause, rather for the spherical shape of their flight. The overall effect of this is to fill the screen with showers of flying objects.

The effect of this would be to seize the 64 for most programmers, causing them to put as little in as possible. Not so for the Ocean team. There's multiplexing galore in this game, and whilst the machine doesn't like it, it works, transforming this into a highly playable conversion.

But where *Salamander* triumphs is with its consistently fine graphics. These are the work of none other than Bob Stevenson the ex-Compunet man who did such a great job on Firebird's *IO*. The large claws on Level One and the belching flames of the volcanoes are startlingly well done. Sound is a little more disappointing. Martin Galway is still sadly missed and the weak tune and special effects demonstrate this. Another gripe is the wimpy death effect. There are no nice explosions when you fly your machine into the ground or get grabbed by an alien arm.

Ocean should count themselves lucky to suffer from such minor irritations. '88 has been a good year for shoot 'em ups — now it's a great one.

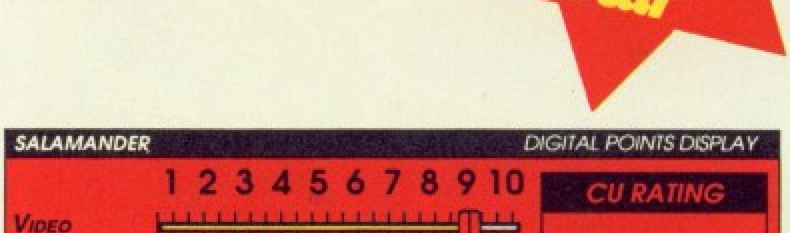
Mike Pattenden



▲ Level Two's vertical section.



C.U. Screen Star



WIN WIN WIN

A SALAMANDER COIN-OP

This is your chance to win one of the all time great shoot 'em ups in its original format, wowza graphics, stunning sound and gripping gameplay.

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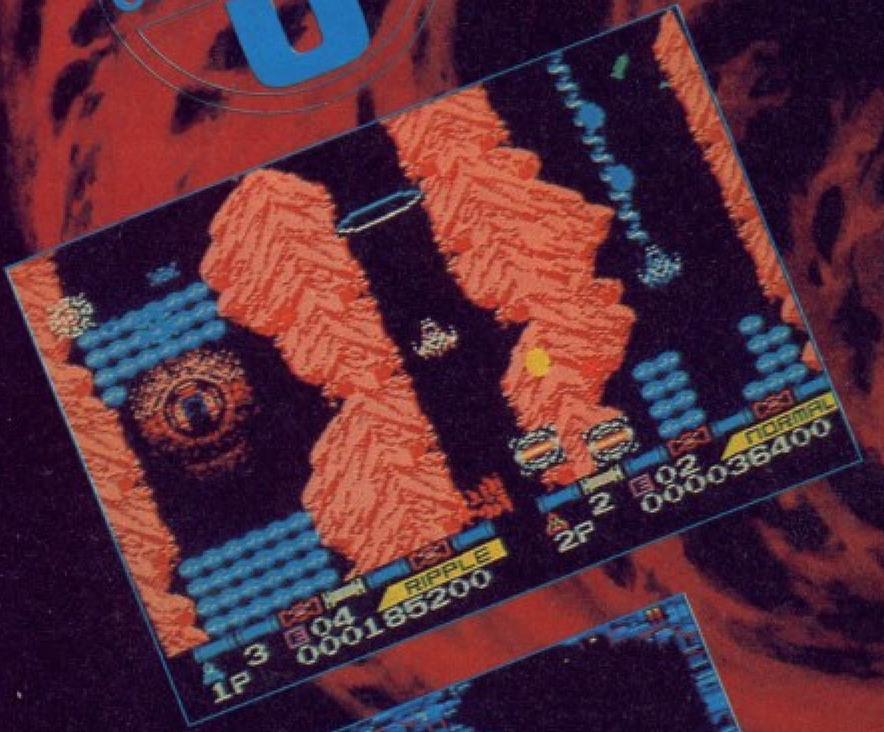
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All we want you to do is answer some questions. No big deal really. When you've come up with the answers you can stick them on a postcard and send them to us care of Salamander Compo, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU. Compo closes July 15.

You needn't despair if you don't win the coin-op — there are 25 copies of Ocean's excellent conversion for the runners-up.

CU COMPETITION

1) Which is the odd one out of these?
 a) Salamander b) Gilamonster c) Jerboa d) Gekko
2) Name the palnet Vulcan's most famous son.
3) In comic lore who is Nemesis' arch enemy?
4) Which company converted *Nemesis* to the 64?









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BUT THE *seaside's no picnic—straight away you land on a lizard. Pop! One life lost. And you're down on score. Bounding on, you approach cacti, and approaching you is a balloon, closely followed by rooks. You could glide safely over the cacti, or jump for the balloon—risking death at the claws of the birds* ● **THREE BALLS**, *three lives, left. Lose them and there's no bouncing back. But you need those points* ●



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TRACKSUIT MANAGER

64/128
Goliath Games
Price:
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It's a funny old game, innit Saint? Why sit in front of the telly, watching England being thrashed by some team or other when you could be stuck in front of your computer, doing exactly the same thing? That's what *Tracksuit Manager's* for.

Tracksuit Manager comes from the same team who designed *The Double*. No, don't start groaning as faint memories of very low marks come streaming through the old grey matter. Slow though it was, *The Double* was, and still is, one of the most realistic football management games. *TSM* picks up where *The Double* left off and adds a lot to it, and when I say a lot, I mean a LOT. Like match tactics and newspaper reports and, oooh, loads more.

You, as coach of the England football squad (or any other squad you may care to manage) have to 'try' and lead your team to victory in the Nations Cup and the biggy, the World Cup. After signing on, you start out your managerial duties by first selecting a squad from a hundred English players. If you so wish, you can check out a player before you recruit him and you'll be told such details as how good he is at heading, passing, shooting, tackling etc, plus how fit and confident he is, along with his home team. I have been assured that all statistics are correct at the time of writing and have been approved by FIFA. England kept being knocked out of the World Cup. Need I say more?

Between matches you are given a large array of options to play around with. The game displays all matches played over the last four years of the two cups, and that includes friendlies set up by you or other teams. All these matches are displayed in your diary, and it's with this that you can check ahead to your next match, or arrange a game or tour on any day you like, with any team that's free on that particular day, at home or away. If you aren't playing on a day where others are, and this happens very frequently, you can watch other matches or simply advance the date. This results in the matches being played, normally, in under two seconds and the goals and goalscorers being displayed *Football Director*-like and the next day's matches being displayed.

When a team you are due to play is playing, you can send your scout down to watch the match, and after a day, he'll come back with a very comprehensive report on the two teams involved, with details such as formation, attacking and passing style etc, plus full player reports on all the players in the two squads. Over one thousand players are held, along with the 55 countries. Still, enough of the boring technical stuff. The day has come, the match is here. What happens?

Well, before you can go and play, you have to have between 15 and 22 players in your squad. Once you've made your mind up, select the Play option and it's off you go. This is where the game surpasses any others of this type and proves Goliath Games are a programming force to be reckoned with. First, select the 11 players that are going to be out there. Then select the *Team Tactics* option. With this you can change the way your team will play, with a depth never before seen. From the basics like changing formation and game style (attacking or defensive) down to marking and passing styles. All these do have a drastic effect on how the game goes. Select long passing, and the enemy may intercept too easily. Select aggressive tackles, and players may get sent off.

Now, you've just watched the match, and you see that Lineker keeps moving down field too much. Pull him to one side by using the player tactics option, and tell him to stay up. Or give him someone to mark. Or tell him to take the penalties and corners. Almost anything, in fact. With the player tactics command, you can plan out a very intricate strategy very easily. Once all that is done, you watch the match. The match is the best I have ever seen. No amazing 3D graphics of spectacular shots. No incredible replay action, instead you get a running match commentary on exactly what is happening. Not just "Williams scored in the 20th minute" but real commentary on what's going on. This makes the game incredibly atmospheric. Play it for six hours non-stop, get to see the semi-final of the World Cup, find yourself 2-1 down with 15 minutes to go, and you'll see what I mean.

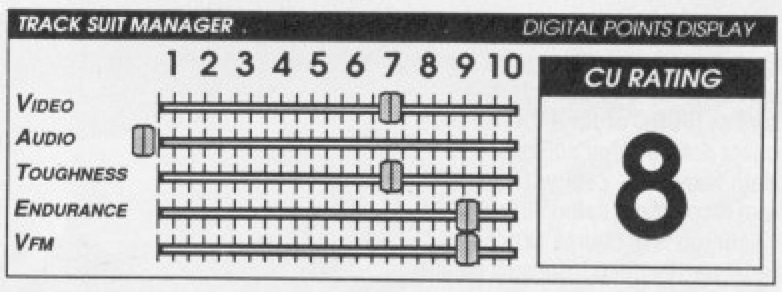
After every match you play, you'll see a report on the game by the two popular newspapers, the Daily Slag and the Sporting Knife. Headlines such as "Tony Brings Us Victory" or "Dillon must rethink" appear frequently, and there is usually a big difference of opinion between the two papers.

TSM is the most playable game of it's genre I've come across. Controlled completely from the joystick, the options are selected from a menu bar at the bottom of the screen. As well as controlling options in the game, you can also control the gamespeed, right down to the speed of the match. Using the joystick, you can accelerate and decelerate gametime so the game takes everything from eight seconds right up to the full 90 minutes. A very useful touch, and surprising that no-one else thought of it before. The whole look of the game is very professional, with the screen set up as windows and boxes. If the colour scheme doesn't suit you, fine, change it with keys 1-5.

Altogether, an excellent first release from Goliath and one of the most frustrating, fun, compelling, exciting and addictive games I've ever played. It seems that this time, the Goliath beat David.

Just one more thing. Why is the manager on the game packaging Ali Mcloud?

Tony Dillon



DARK SIDE

64/128
Incentive
Price:
£9.95 cass/
£12.95 disk

Dark Side is the second release from Incentive to feature Freescape^{TM}, 'the revolutionary new system' featuring a solid three-dimensional environment. Freescape was unleashed on an undeserving public in January this year in the form of *Driller,* which received a less than warm reception from Gary Penn. So either Incentive think Freescape is the business (and, let's face it, they would, wouldn't they?), or they've spent so much time and money on it, they've got to plug it for all it's worth.

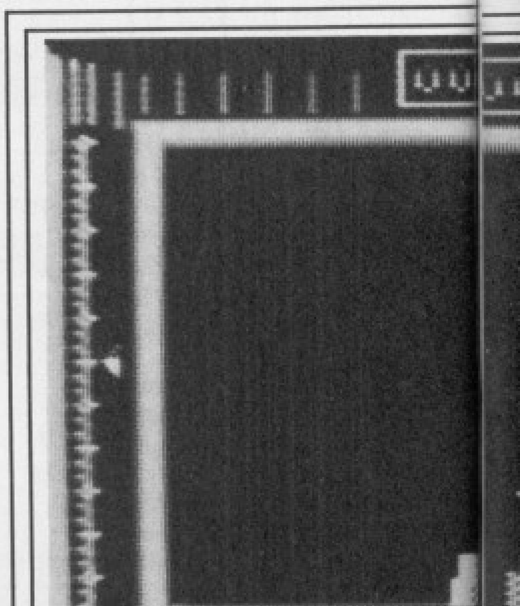
Dark Side is set, amazingly enough, on the same world as *Driller,* 200 years into the future. Some people can't seem to avoid planetary disaster no matter how hard they try. This time it's Evath's other moon, Tricuspid (What is this morbid dental obsession?) that's the cause of the trouble. The Ketras – a criminal sub-class – are constructing a giant weapon on Tricuspid with which they intend to blow the planet Evath and its inhabitants to bits. They have built a network of Energy Collection Devices (ECDs) around the moon to collect solar energy and power the death weapon – Zephyr One *(built from an old Ford saloon? – Ed)*

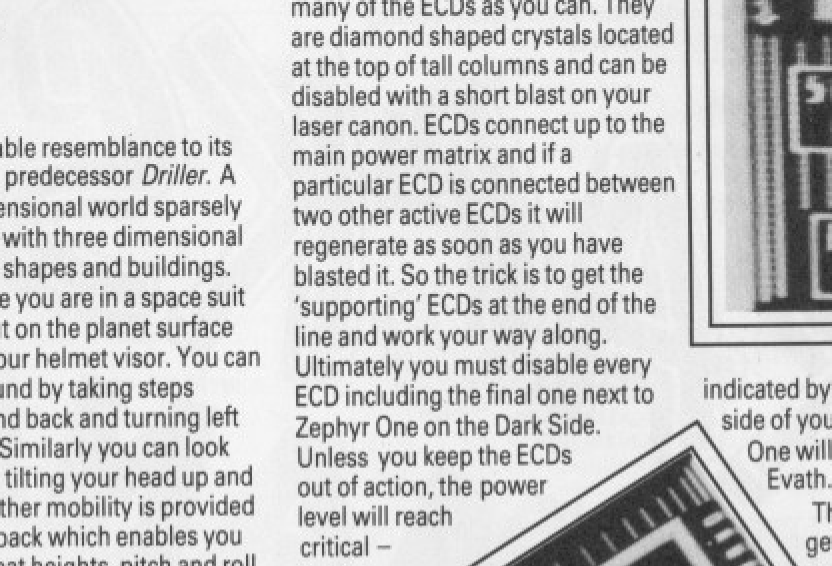
Your job is of course to prevent the dastardly deed from succeeding.

The Darkside landscape bears an unremarkable resemblance to its Freescape predecessor *Driller.* A three-dimensional world sparsely populated with three dimensional geometric shapes and buildings.

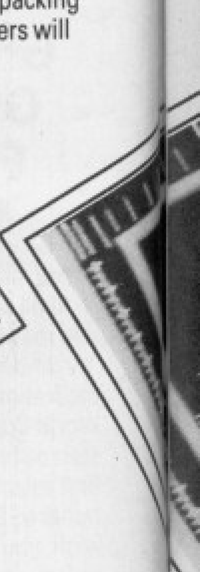
This time you are in a space suit looking out on the planet surface through your helmet visor. You can move around by taking steps forward and back and turning left and right. Similarly you can look around by tilting your head up and down. Further mobility is provided by the jet pack which enables you soar to great heights, pitch and roll and view the panorama below. The jet pack is essential for hopping over walls and buildings as well as aerial reconaissance, but judicious use of it is necessary to avoid running out of fuel.

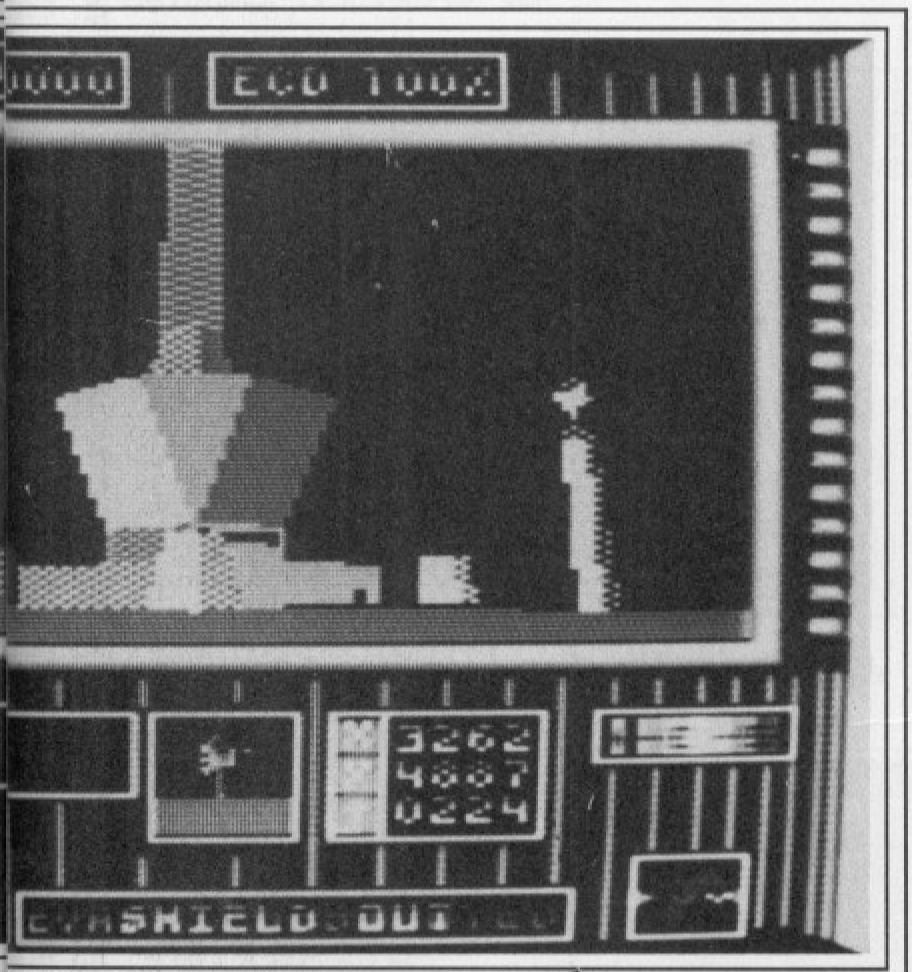
Once you've become mobile the primary objective is to disable as many of the ECDs as you can. They are diamond shaped crystals located at the top of tall columns and can be disabled with a short blast on your laser canon. ECDs connect up to the main power matrix and if a particular ECD is connected between two other active ECDs it will regenerate as soon as you have blasted it. So the trick is to get the 'supporting' ECDs at the end of the line and work your way along. Ultimately you must disable every ECD including the final one next to Zephyr One on the Dark Side. Unless you keep the ECDs out of action, the power level will reach critical – indicated by an LED meter at the side of your helmet – and Zephyr One will destroy the planet Evath.



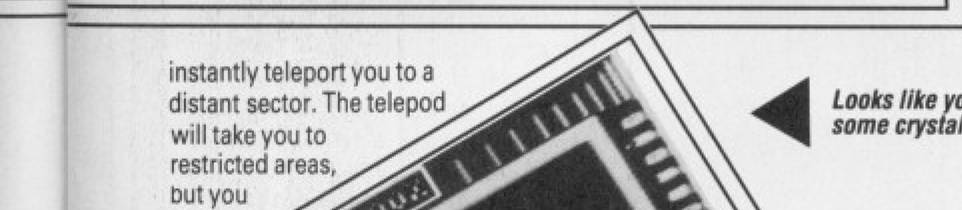


There are other ways to get around in addition to walking and jetpacking it. Powerporters will





instantly teleport you to a distant sector. The telepod will take you to restricted areas, but you must



Looks like you found some crystals.

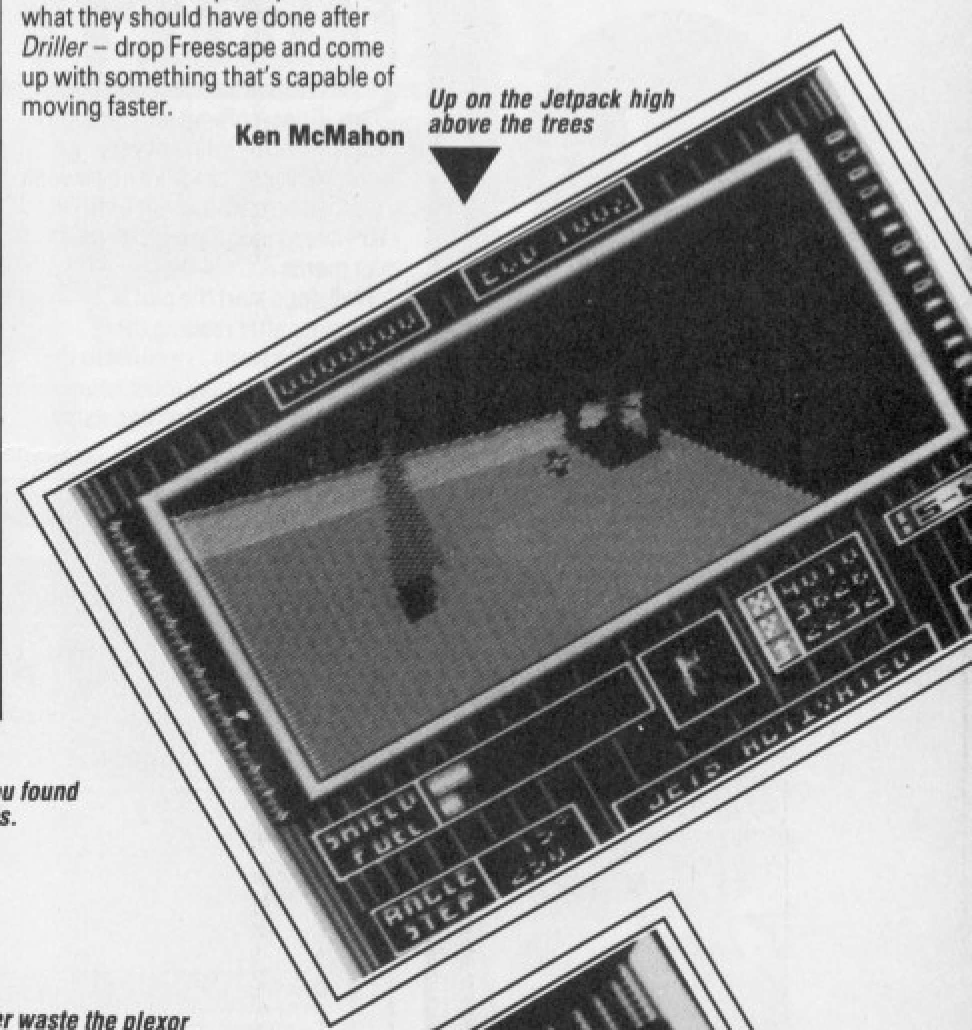
first find the telepod crystals to activate it. On the nasty side, tank-like plexors fire laser bolts at you if you inadvertantly wander within range. They can be disabled in the usual way, but they soon regenerate, so it's best to just save your shields and steer clear.

Inevitably *Dark Side* suffers from the same drawbacks as *Driller* i.e. Freescape. From my explorations there was nothing to suggest that the landscape, though different in detail, has grown from its original 18 sector size. Screen update is laboriously slow with each move taking about a second to register and that causes joystick overkill – you're still moving when you let go.

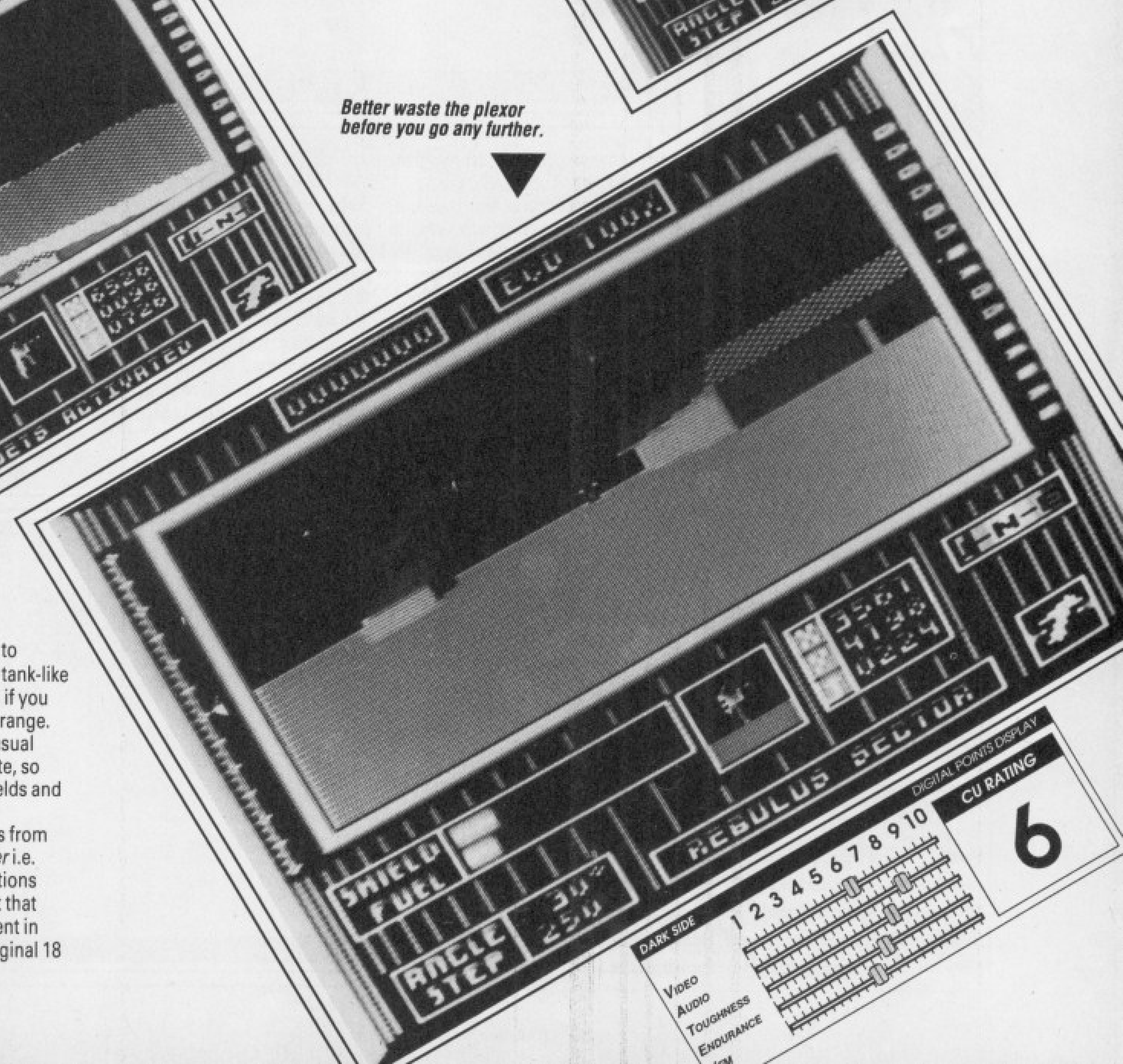
Incentive will hopefully do now what they should have done after *Driller* – drop Freescape and come up with something that's capable of moving faster.

Ken McMahon

Up on the Jetpack high above the trees



Better waste the plexor before you go any further.



DESOLATOR

64/128
US Gold
Price:
£9.95 cass
£11.95 disk

So this is a conversion of the Sega 'coin-op hit'. Strange — in all my years of very regular arcade going I've never seen a *Desolator* machine! Oh well, I'll just have to judge the game on its own merits . . .

Well, for a start the plot is ludicrous; after reading the instructions twice I've come to the conclusion that they must have been penned by a loony and translated from Japanese, through Norwegian to the English. Apparently, the player takes control of Mac the Hero, who enters Castle Sketch to save the Peters (sic). This actually means battling up a vertically scrolling landscape to rescue children. Why they're all called Peter is beyond my comprehension.

The action is viewed *Gauntlet*-style and kids are released by punching the faces that hang on the wall, whereupon they leap out and wander around until they're picked up by Mac. Throughout the quest, Kairos' henchmen attack and deplete Mac's energy bar on contact. Fortunately, the hero has a strong punch, and one press of the fire button sends an aggressor flying across the screen. Better still, if six Peters are collected, Mac turns into 'Machoman' for a short period of time, and is invincible to all and sundry. *(Is that the same as a McMahon? — Ed).*

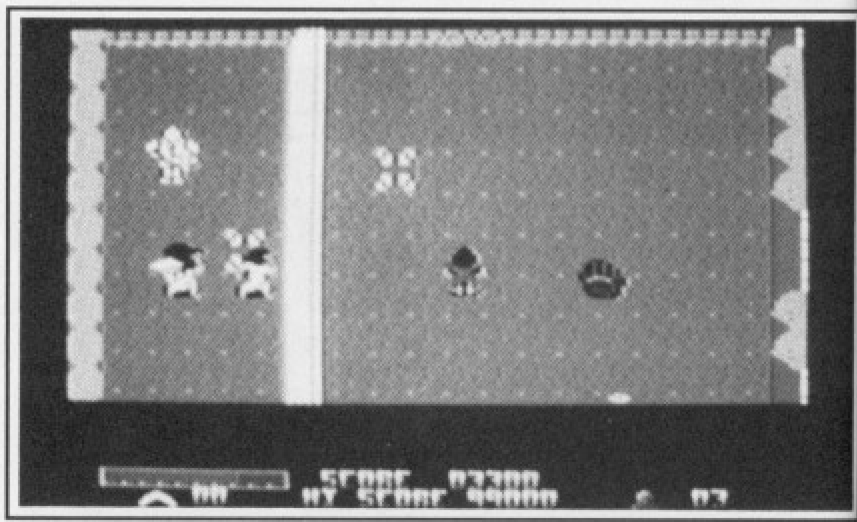
As well as henchmen, Bajo (Kairos' fire-raising and Zombie-manipulating mum), Parjo (Karios' screaming, apple-throwing daughter) and a variety of other equally nasty people provide extra hassle as Mac continues on his rescue mission. There are also doors and walls to knock down, transporters to negotiate and bridges to cross. At the end of each of the four levels you're confronted by what looks like four regenerating breakdancing bogeys. Keep on punching them, and eventually they die, and the next level is loaded.

Now, all this sounds like fun, and indeed I was expecting great things — with a scenario as wacky as this, surely the game had to be a laugh-a-minute. Sadly this isn't the case and the end result is a poor vertically scrolling *Gauntlet* clone. The first couple of games are enjoyable, but the action soon becomes repetitive due to the lack of variety in the gameplay. Another annoying aspect is that the difficulty level is set very low. It only takes a few games to get to the final level, which doesn't bode well for lasting appeal. The long-winded multiload also helps to dampen the enjoyment.

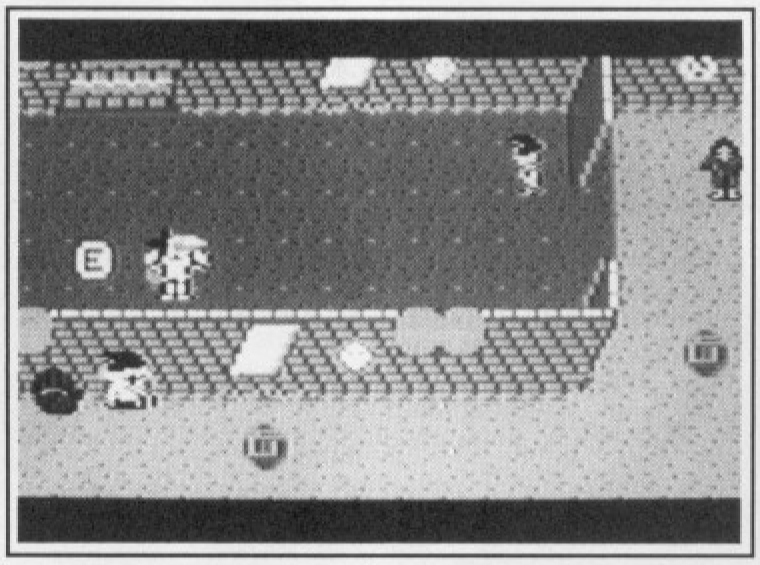
The game doesn't look too bad, although the colourful backdrops are let down by some indistinct sprites which occasionally glitch when things get busy. The soundtrack is only average, and even that begins to grate after a while.

Desolator offers only short-term entertainment, and I expect more than that for a tenner.

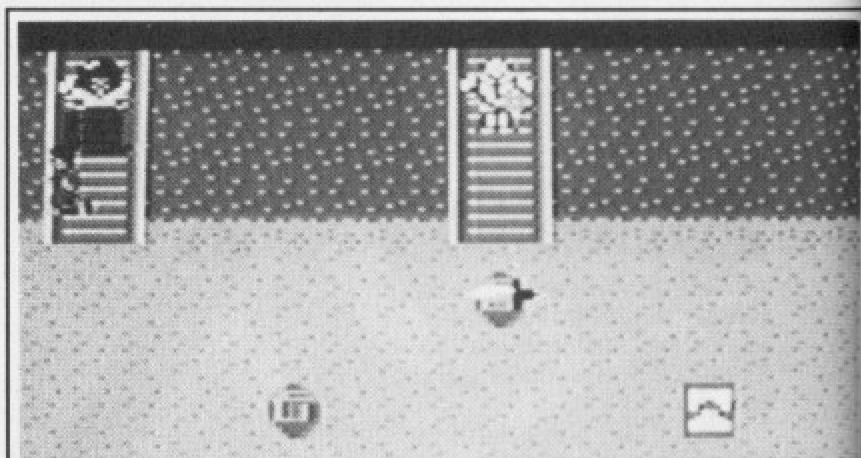
Julian Rignall



Crossing a bridge.



Breaking down a wall.



DESOLATOR — DIGITAL POINTS DISPLAY

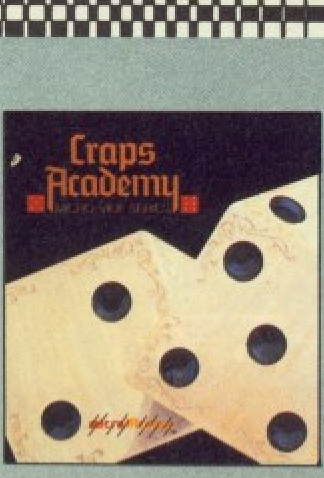
	1 2 3 4 5 6 7 8 9 10
VIDEO	
AUDIO	
TOUGHNESS	
ENDURANCE	
VFM	

CU RATING

5

TURBO...
WAR ON WHEELS!





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microillusions ACTIVISION.

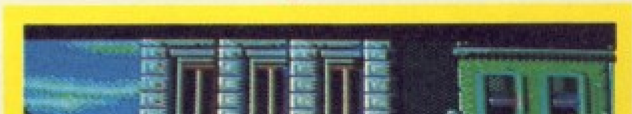
Mail Order: Activision (UK) Ltd., Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4SR. Tel: (0933) 76768.

STREET FIGHTE



Geki the whirling ninja.

Fighting one of England's top footie thugs.



The second of Go!'s Capcom releases, *Street Fighter,* is simply the latest in a long line of beat 'em ups. With this conversion, though, you don't get one version, you get two.

Go! commissioned two separate versions, one from the UK, one from the US. When both came through on time they were left wondering which one to use. So we said 'send us the two disks and we'll tell you which one's best.' It was no contest really and I'm sorry to bring news of another blow to national pride — the US verion is far superior. That's why it's on the A-side of this release.

The coin-op original appeared in the arcades last autumn and immediately gained a certain cult status, mainly because of its large sprites and the punch pads that replaced the usual buttons on the deluxe version. These pneumatic pressure pads transformed a standard oriental karate game into a physical workout.

The idea behind the game is simple. You take control of either of two young masters of the martial arts, Ryu and Ken (!) who are confident enough of their prowess at Far Eastern fisticuffs, to travel around the world (showing no evidence of financial support or sponsorship) slugging it out with some of the best thugs around. There's ten street fighters, two from each of Japan, America, England, China and finally Thailand.

Both versions take a similar approach to the problem of transferring the mammoth coin-op gameplay to the restrictions of 8-bit.



Retsu — a bit of a pushover.

ER

64/128
US Gold
Price:
£9.95/cass



Yeurk it's the UK attempt.



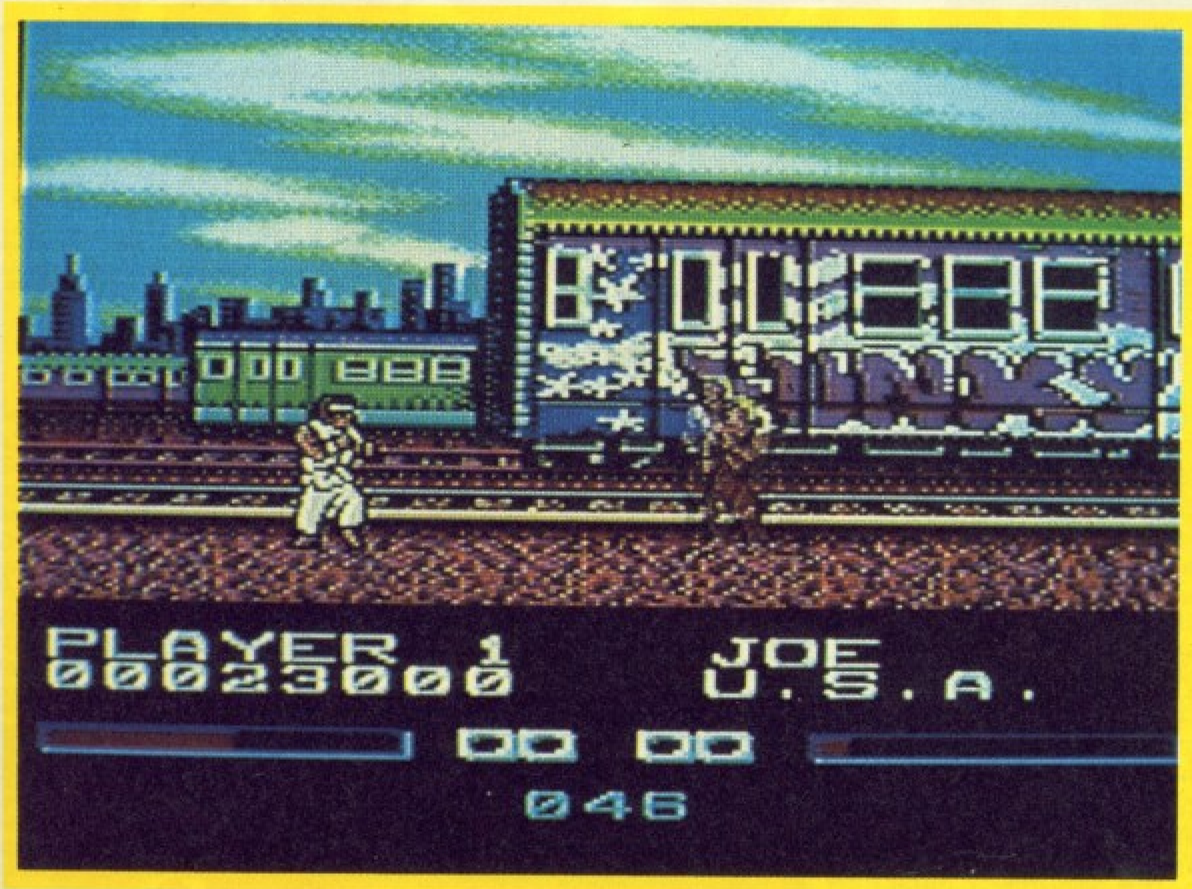
STREET FIGHTER — DIGITAL POINTS DISPLAY

1 2 3 4 5 6 7 8 9 10

Video
Audio
Toughness
Endurance
Vfm

CU RATING **7**

Slugging it out on a subway siding.



They concentrated on turning in an effective beat 'em up. However only one really succeeds. The US version is superior in graphics, sound, control and speed. Just about every department really. It has nice backdrops with lots of colour, where as the UK version is composed of muddy browns for the most part. The fighters also control adequately with a good range of moves and blows, whereas the Brit attempt only seems to work with two blows.

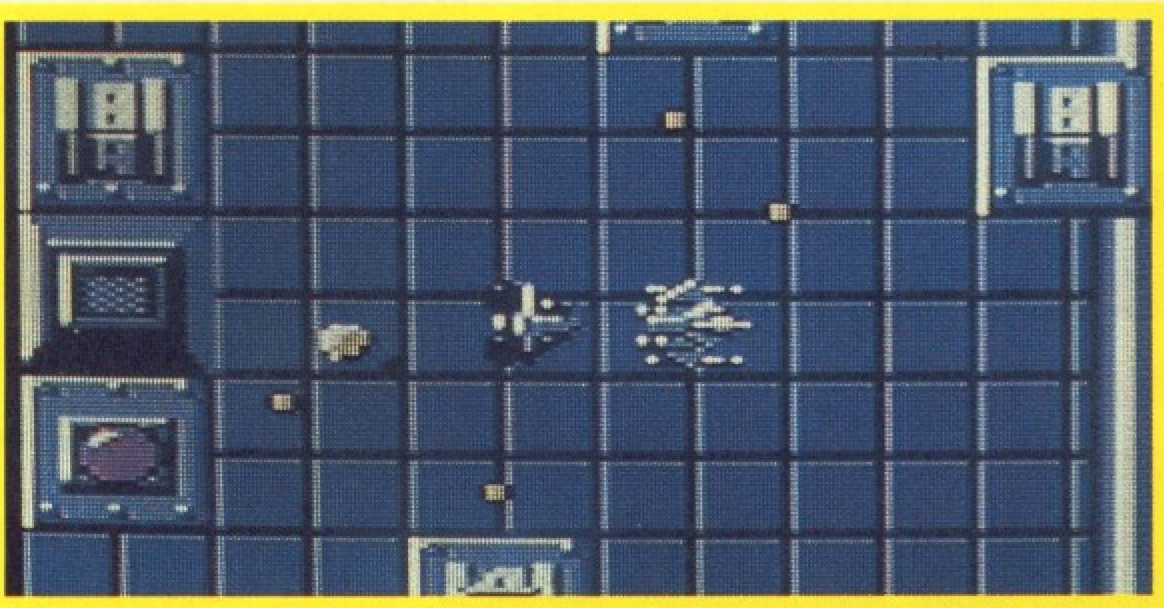
Where the UK one differs is in trying to provide you with the large figures of the original. However the characters are so badly drawn that they simply degenerate into a mass of mucky pixels as soon as they move. It does at least provide the bonus round though, where you can batter a pile of slates to pieces for extra points.

Nevertheless there's no real competition here. The US version, from Pacific Developments is superior in every way to Tiertex's UK one and quite good fun to play. It also has three difficulty levels, though I'd hate to play it on expert. All the characters are well drawn and I particularly like the Japanese ninja Geki who simply dissolves before your eyes only to reappear like a cyclone behind you, throwing shurikens.

The overall problem with both games is that without the appeal of huge sprites and great pressure pads to thump, *Street Fighter* loses its appeal a bit. What you end up with is more of a *Yie Ar Kung Fu* experience, which is OK, but nothing new. Still with two for the price of one you can't complain too loudly.

Mike Pattenden





MARAUDER

64/128
Hewson
Price:
£9.99 cass/
£14.99 disk

Marauder is a low slung single sprite attack vehicle. It skims about, under your control – if that's the word – on the surface of a world that's as wide as your monitor screen and ten times as long. This world, the first of six, is made up of sand dunes, palm trees, rocky outcrops, bridges and other common desert features – like missile silos.

What you don't normally find in the desert is spinning eyepods, electro-hoverrers, jelly fish (at least that's what they look like to me) and other assorted fiendish beings — all firing guided missiles at you. But then this is no ordinary desert, this is the planet Mergatron. The reason all this flesh withering nastiness lurks on the sand is that it was left there by a cruel and despotic civilisation to guard its loot – the jewels of Ozymandius.

The creepy stuff lays into you from the word go. Yes it's time to make your eyeballs bulge and the veins in your neck turn blue. Up and at 'em with everything you've got. Now as well as all these unfriendly desert dwellers coming for you there are the stationary built-in defences. I've already mentioned the missile silos, but what about the glowing defence beacons? They glow a different colour every time you look at them – except you don't have time to look. One second they're red and if you fire at them you get an extra smart bomb (smarter than your average smart bomb) to add to the three you're carrying if you haven't already leapt on the space bar.

Wait a second! now they're yellow and a well aimed (i.e lucky) shot gives you ten seconds of invincibility. All very well, but how do you know when it runs out? Too late! Now they're cyan and an impossible ricochet awards you with an extra life – that makes six if you've managed to stay clean so far. Aaargh! blue. Everything goes backwards. No problem for clever sons of beaches who can turn the joystick upside down, but what happens when you start to go the right way again? That's right! you hit a purple beacon and lose a life, or a green one and lose your lasers for ten seconds.

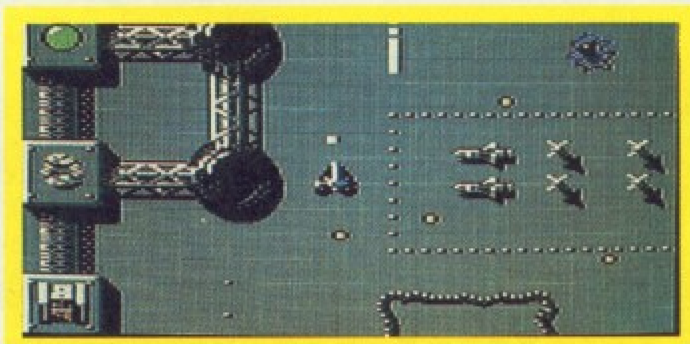
While all this is happening don't forget to keep an eye out for the airborne drones, atomic disruptors and molotov cocktails (these could be the jelly fish). The real heavy stuff comes at the end of the level when hordes of them descend on you from nowhere. Save a smart bomb for this one or you're dead.

What happens next? The same again of course, only this time it's harder, there is more of everything and the landscape has changed. Now you can wash the sand from between your toes and skate around on what looks like ceramic tiles – a beautiful blue colour too. Level three features flat grey metal with raised features casting long shadows. Huge transformer things lie across your path and the defence systems take on a menacing mechanical look. Level four; more sand, more bridges, then more metal and so on.

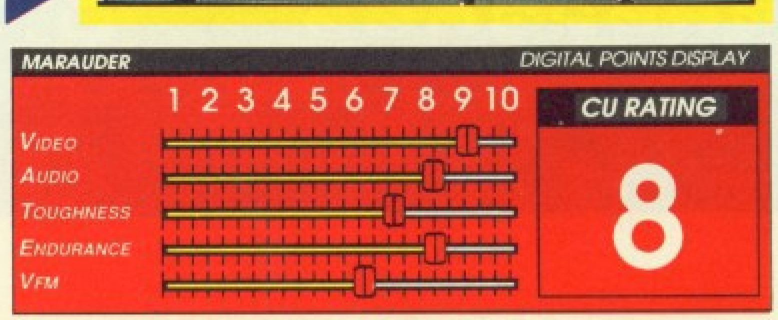
Like I said, no prizes for originality, but what there is, is brilliantly presented stuff, due in no small part to Steve Crow's excellent graphics.

Here's a completely brilliant tip. Put the 64 on the floor and take your shoes off – which should at least ensure you get to play without interruptions. Then you can keep both hands on the joystick and take full advantage of FAST – Foot Activated Smartbomb Trigger. Remember, read CU for the hottest tips! (*Erm, nice one Ken — Ed*)

Ken McMahon



Hewson blast another path.



64/128
Cosmi/
Microprose
Price:
£12.95 disk

THE PRE
MISS

The President of The United States is missing, and he's not the only one. Ten European heads of state attending an economic summit in Austria have also been kidnapped by international terrorists. You have been assigned as Special Agent to recover them before the global political situation degenerates into chaos.

This is the drastic scenario you are faced with as you load up the disk and log on to your terminal in this 'interactive graphics adventure simulation' from Cosmi. While you're waiting for the log-on sequence you can take a quick look through the other material which comes with the 'game': an instruction manual with detailed operating instructions for your terminal, including how to access various classified files, documents and photographs relating to the abduction, how to assign agents, decipher codes and so on; advice on how to conduct your investigation; and an audio tape containing further evidence — telephone tapes, intercepted morse code messages, a demand from the kidnapping terrorists together with a message from the President, TV and radio coverage etc.

So this is a detective assignment on a massive scale. A global whodunnit. Your job is to sift through the mass of filed evidence, examining and recording every small detail that might yield a clue to the president's captors or his whereabouts. It's also a race against time, because as the seconds tick by the political situation deteriorates, governments grow restless and the terrorists' objective — whatever that might be — comes closer to reality.

Having logged on and entered the necessary security codes (NB: ensure you type in full stops where necessary) you are now free to examine all but the most highly classified material, unless, of course you find a way to get at that too. From the control screen you can gain access to the security file index, open communications with the eight field operatives assigned to you, access the deciphering section and open communications with the authorities.

It always pays to do a bit of background reading so a visit to the files section is a good place to start. Files are categorised according to
Subjects: Individuals known to be terrorists by White House staff.
Photographic: Surveillance, satellite and aerial photos.
Document: Official papers, orders, government releases.
Records: Police, medical, sales, passports.
Case files: For your own notes.
Audio: Transcripts of the audio tape (actually, all I could access was a list of contents)
Reports: Filed reports from field operatives
Confidential: Require special clearance from the Vice President

If, for example, you wanted some info on a particular you heard mentioned on the tape, you would access files, then subject and you would be presented with a list of records classified by surname. Selection of the appropriate record reveals a personal file complete with photo and details of the subject's history, educational background, career, military service and any other relevant intelligence information.

Photographic files can throw up useful snippets and are worth examining in detail using the zoom facility. This helps you spot little details you might otherwise have missed, like a door number, or an initial on a piece of clothing. Then it's back to the files to substantiate what you found, or perhaps you should assign a field agent to investigate further.

When you have some hard evidence to act on you can call in the boys from the State Department. They can either detain and question particular suspects or capture and secure particular premises — just give them the address.

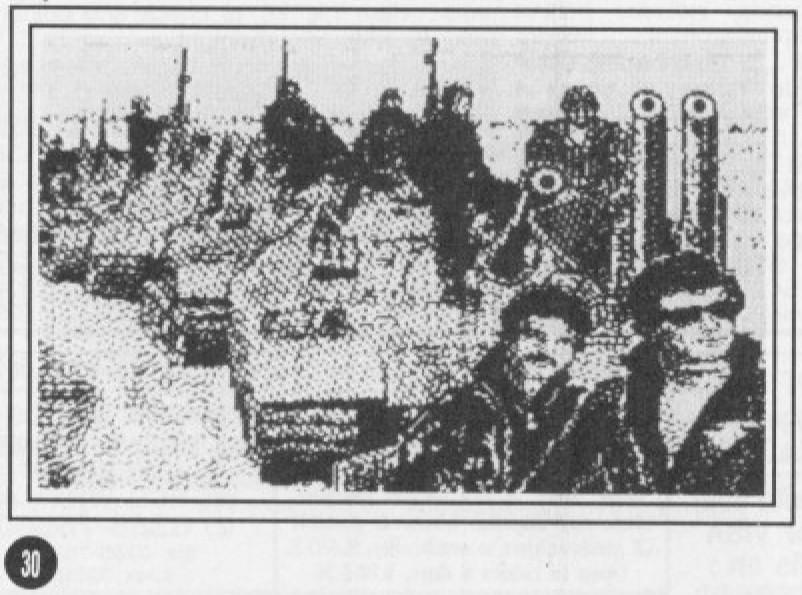
All of these requests will be followed up and the relevant agents will report back to you via the control screen when their assignments are completed. Incoming reports from the State Department and your operatives are signalled by a flashing indicator and can be accessed via the files and reports menus. They may have recovered one of the European Prime Ministers, or discovered a murdered man with known terrorist links in a bar in Tripoli — he may have provided them with invaluable information before he croaked. It is up to you to act on this new evidence.

Perhaps a coded message will need to be deciphered, in which case you can go to the coding section. Here messages can be sent to CAD (Cryptographic Analysis and Deciphering) who will report back in the usual fashion, or you can have a bash yourself using the enigma machine, or the morse decoder. The first thing to do in the coding section is decode the intercepted morse messages from the audio tape. This

Hmm . . . wonder what her address is?



Erm, can't we discuss this over a drink, guys . . ?



ESIDENT IS SING!

This is a thoroughly engrossing and realistic adventure that will keep your nose to the monitor well into the early hours before you realise what the time is. And even if you don't manage to find the President I wouldn't lose any sleep over it. The world's probably better off without him anyway.

Ken McMahon

is more difficult than it sounds, my first effort came out as *anrst icmf? fkjm?,fkjhg ntkrt,mie erg mj fp?*. Perhaps it needed deciphering further?

While you are conducting your investigation, reading files, analysing reports, finding clues, assigning agents and taking action, the outside world carries on around you. Messages as to the current state of the world such as relevant news items, government statements and UN resolutions are flashed to the control screen. These will directly reflect the state of the world as a result of your success (or failure) in locating and releasing the captive heads of state.

Success is largely a question of attention to detail. Every significant fact must be recorded in your case files, if for no other reason than if you succeed in your task those involved must be brought to justice and your material will be required as evidence.

The President is Missing is a superbly well-presented piece of software — by which I mean more than just a good looking box. It's obvious that a great deal of research has gone into producing it from the fantastically realistic recordings on the audio tape to the files on terrorist suspects. This attention to detail and accuracy gives the whole thing a worrying sense of realism.

There are one or two things that let it down a little. The instructions are so unclear that parts of the game are inaccessible. For example when I tried to send coded material to CAD I was asked for a file number and then told it hadn't yet received the report. What report? What file number? The Audio file is supposed to contain transcripts of the tape, but I couldn't find them. And there appears to be some kind of a bug in the agent reporting file database. You have no idea of the number of the latest report filed so you have to read through the lot until you get to the end. Furthermore, when any file is accessed you have to go back to the control screen and initiate the whole process again (e.g. files, subject, Amal) to view the next one in line; there should be some kind of *forward, back, last,* function.

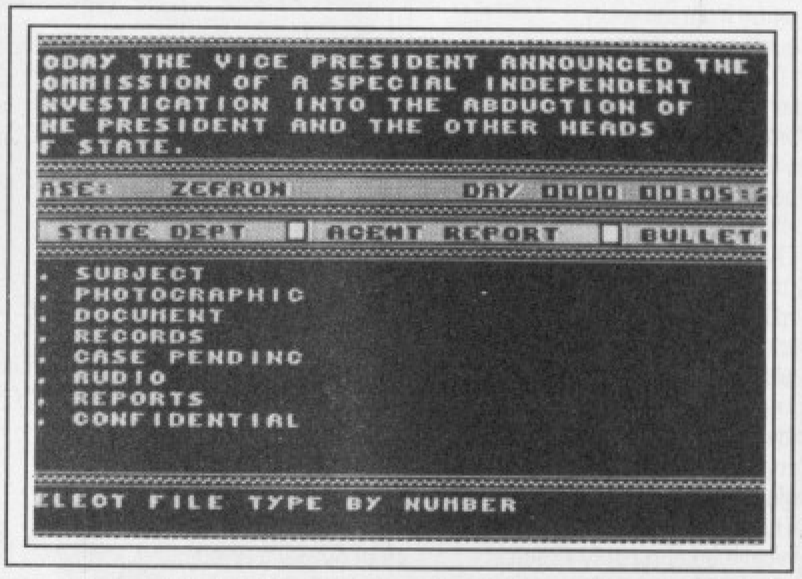
Don't let that put you off though.

The president and captors.

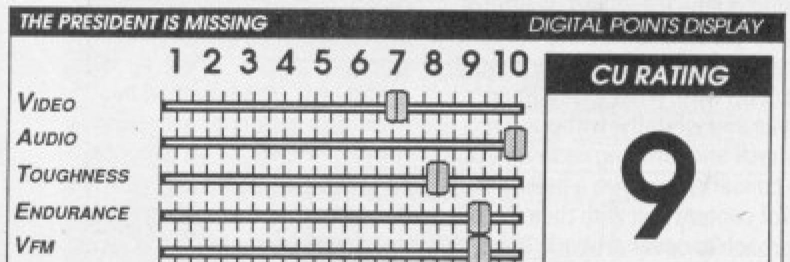




Looks like he's a goner.



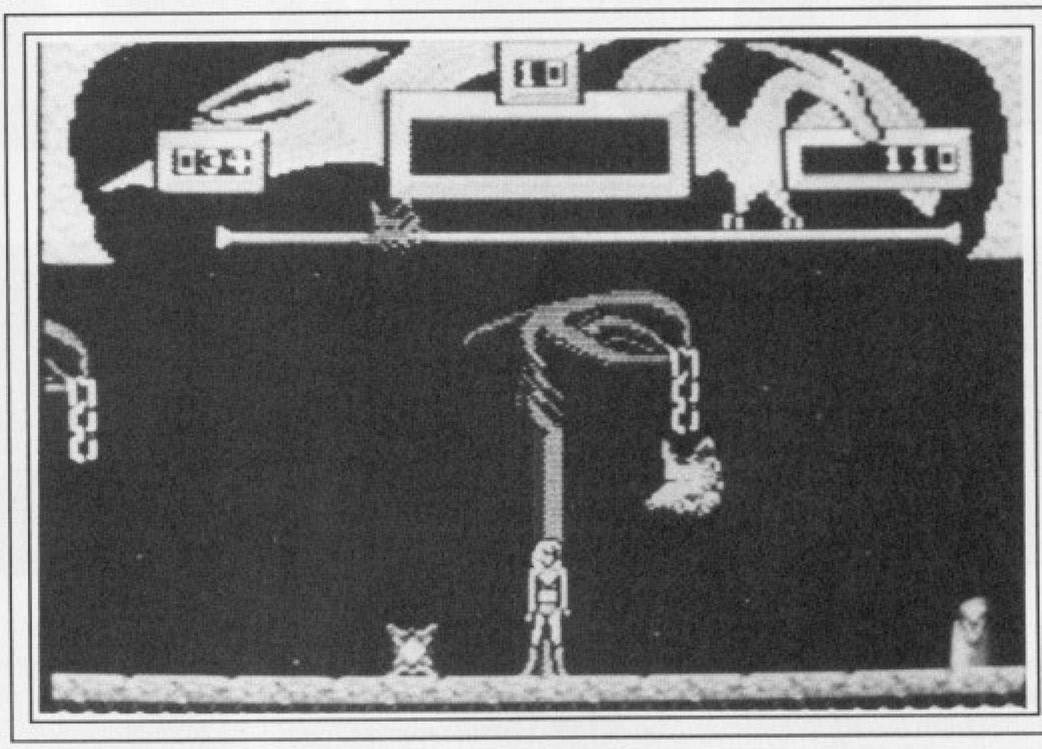
Status screen.



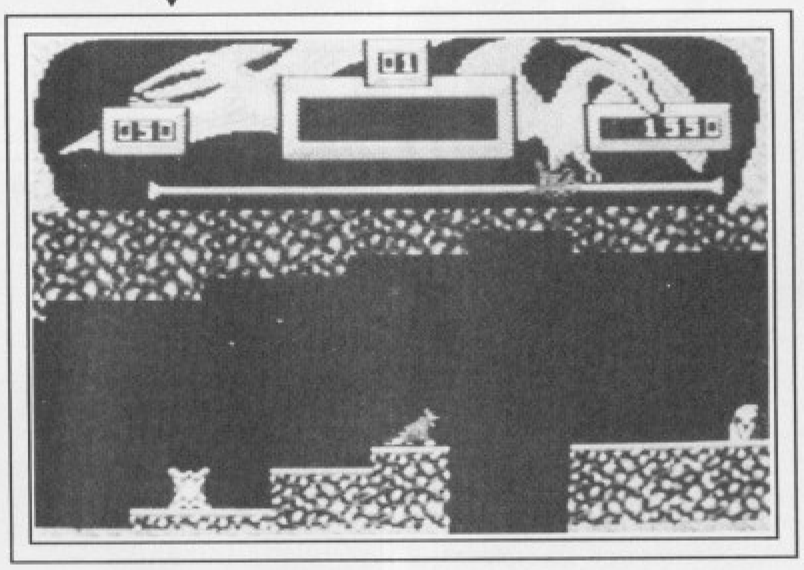
64/128
Martech
Price: £9.99/cass
£12.99/disk

Vixen

Get a head



Out foxed by the gap?



The cover photograph of Martech's *Vixen* is, by now, familiar. Featuring a remarkable range of indoor flora, ranging from the waxy magnificence of the *anthurium andreanum* to the sumptious splendour of the Brazilian *philodendrum*, it is without doubt the finest display of hothouse greenery to grace the packaging of a computer game.

The overall effect is, sadly, marred by the unsightly intrusion of a bikini-clad bimbette wielding a whip. Teetering precariously on stiletto heels in a pile of John Innes Potting Compost No 3, she looks understandably embarrassed at being caught in the act of flagellating a potted palm.

The packaging is, of course, a cynical marketing poly aimed at exploiting the frustrated desires of indoor gardeners. As if we humble horticulturalists didn't have enough to put up with, what with wilting leaves and whitefly, without Martech encouraging us to lay about the conservatory with a bullwhip.

Not content just with their Page 3 approach to cover artwork, Martech have also included a fold-out poster of the vacuous fern-flogger, and even given us her telephone number. She is not, however, a great conversationalist, and despite my best endeavours to discuss the art of bonsai tree-planting, she was clearly exhausted by her efforts to utter a sentence of more than two words.

("At last", she breathed heavily, "You call. . . Danger everywhere. . . Hurry. . . Hurry. . ." At which the poor girl, overcome with emotion, paused to throw up into a bucket, and I tactfully replaced the receiver.)

Well, all this is definitely worth a tenner of anyone's money, and it's therefore all the more surprising to find that Martech have gone to the additional expense of including a game in the box, even if it is astonishingly run-of-the-mill.

In it a 'powerful lone female', half-woman, half-fox, uses her 10 Magic Lives and her Magic Whip to fight off rampaging herds of mutant dinosaurs while she sprints across the horizontally-scrolling landscape. Whipping everything in sight, she attemps to accumulate points, extra lives and extra time while she scampers through the undergrowth and leaps over ravines.

From time to time she can also indulge in a spot of serious ball-breaking by demolishing the giant orbs that dangle from the trees, and these will reward her with Fox Time. At the end of each level, if she's accumulated enough FT, she can transform into a fox and enjoy a brief romp through, a bonus level, collecting mega-gems and, hopefully, the fabled mega-whip. She'll need the latter if she's to survive the prehistoric nasties which lie in wait on the next level.

That's all there is to it. The levels get more difficult, the monsters more resilient, and the scenery more treacherous – exactly what you'd expect from a straightforward, sub-standard slice of arcade head-banging, with all the usual trimmings.

Never mind. The game, after all, is only an afterthought, and it shouldn't spoil your enjoyment of the rest of the packaging. Just stick your pin-up poster above the telephone, dial the *Vixen* hotline number, and let your mind be expanded by an illuminating discourse on the nocturnal habits of scaly vertebrates: "Reptile come again . . . Teeth sharp . . .Reptile never sleep . . . Always move . . . Always kill . . ."

This girl could go far.

Bill Scolding

VIXEN — DIGITAL POINTS DISPLAY

1 2 3 4 5 6 7 8 9 10

VIDEO
AUDIO
TOUGHNESS
ENDURANCE
VFM

CU RATING
4

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BEYOND THE ICE PALACE

64/128
Elite Systems
Price:
£9.99 cass
£14.99 disk

According to the instructions, legend tells of a mystical land of fantasy and magic, of goblins and ghosts . . . and *Ghosts 'n' Goblins* just about sums up *Beyond The Ice Palace*. Yes, once again Capcom's classic formula has been exhumed and reanimated.

The scenario is straightforward enough; the player takes control of a blonde-haired goody two-shoes who's decided to take on the evil forces of the forest single-handedly and banish them from whence they came. This arduous task involves negotiating a multi-directionally scrolling landscape of platforms and ladders, and tackling such delights as a flying dragon (in a situation that is not entirely unlike the end sequence of *Ghosts 'n' Goblins*), an evil witch and a load of fat bouncing sumo fatties (well, that's what they look like to me).

At the beginning of a game the hero can pick up any one of three weapons. Each is different, and vary from a totally useless mace which is lobbed at oncoming adversaries to a swift 'n' nifty sword, just right for slicing open some evil monster's gizzard. To even the odds, there are also two forest spirits at your disposal which may be summoned in times of stress to destroy all creatures on-screen. In practice I found this floating grinning visage completely useless, as it seems to drift around leaving everything unscathed!

Once you've selected a weapon, it's time to start the quest proper, and this is when you find out that the gameplay is infuriating. Creatures leap out from nowhere, giving you absolutely no chance to react, and I've even had one appear on top of me! Another irksome factor is experienced when climbing ladders; the sprites don't always scroll on with the screen and suddenly pop up from nowhere, again causing instant death. This sort of hit and miss playing becomes incredibly annoying, and the fact that you start with nine lives is little compensation; you can play one game and go through several levels without loss of life, and on the next lose them all before you even get past the first hurdle.

Another gripe is the death sequence. When blondie gets it from some ugly hulk, he keels over and his 'spirit' floats away. It's very nice, but wastes time and interrupts the flow of the game, especially when you consider how many times you die.

It's a shame these annoyances are present, as they really bring the game down. All other aspects are fine; the backdrops are colourful, the sprites are beautifully drawn and animated (especially the hero), and the soundtrack is atmospheric, but as it stands *Beyond The Ice Palace* falls just short of its potential.

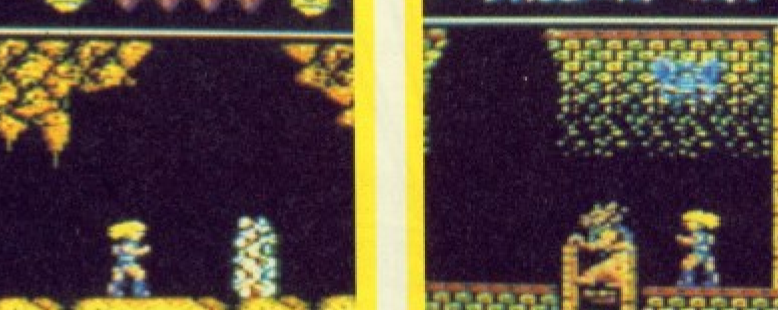
Julian Rignall



Ghosts 'n' Goblins *revisited.*



Blondes have more fun.







S·P·E·C·I·A·L
FX
FIREFLY
GUTZ
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SKATE CRAZY

Gremlin Graphics
Price:
£9.99 cass
£14.99 disk



We've had *BMX This* and *BMX That*, skateboarding games aplenty and umpteen simulations of popular sports on the 64. But of all the crazes to be turned into computer games, roller skating seems to be the one which escaped software houses' attention – well, with the exception of Epyx' simplistic obstacle course in *California Games*. And, of course, Gremlin's latest – *Skate Crazy*.

Skate Crazy is a rip-roaring roister doister roller skating romp featuring eight levels split into two loads, each representing a distinct game style. The Car Park Challenge is set, unsurprisingly, in a car park – a disused, three storey one at that. Each level comprises a multi-directional scrolling course to complete. A course is conquered when you pass through all the gates (marked by flags) and collect enough performance points – awarded by four computer judges, who are just as keen to dock them when you screw up. Points are scored by performing stunts – such as jumping off ramps, turning in mid-air and landing safely – and passing through gates. However, if you fail to acquire enough points, all is not lost. The designers of *Skate Crazy* have been considerate enough to give you the chance to make amends by picking up 21 pieces of litter dotted around a



Beware of falling flowerpots.

Rolling through the park.





C.U. Screen Star



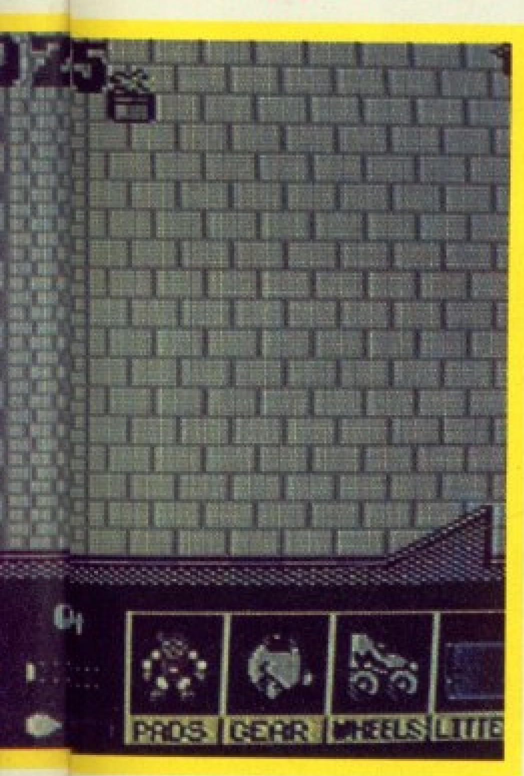
▲ *Cones to dodge and ramps to climb.*

directional scrolling course in one minute.

Having completed a course, Freddy (that's you) skates on screen and stops at a junction in the car park, waiting for you to choose whether you want to continue with the Car Park Challenge or have a bash at the Championship Courses — the second load. Let's take the Championship Courses, shall we. . .

Coo-ee. The four Championship Courses are horizontally scrolling obstacle courses, similar in some ways to the aforementioned roller skating event in *California Games* — only these are considerably more varied and playable.

Control of the skater is also similar, verging on a realistic feel.



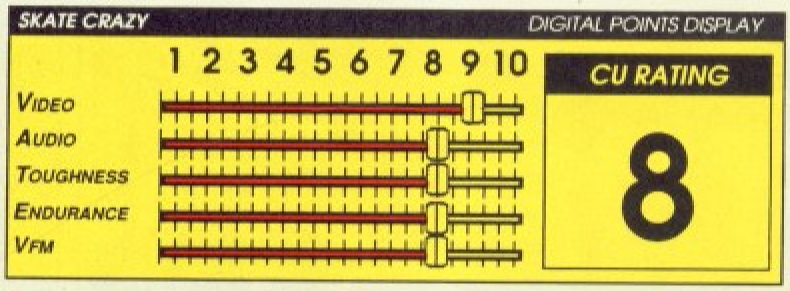
Left and right movements on the joystick correspond to leg movements to build up speed, and despite being a little tricky to grasp initially (it's sometimes a bit too easy to move in the opposite direction), once you get the hang of things it's wonderfully gratifying to complete a course.

There are holes to jump, birds, snails, mice, frisbees and thugs to avoid, and most importantly, litter to collect. Some pieces cause previously hidden bonus symbols to appear, such as extra lives, but the real reason for this Branson-eqsue clean-up campaign is that you are given money — dosh, spondoolas — at the end of the level. And with the money you can buy equipment, like protective pads to stop your OUCH rating increasing so quickly, better quality roller skates so they don't wear down so soon, and well-posey gear to increase the all-important CREDibility rating for extra points.

This half of the package is the best of the two, although it must be said, both are very playable and compulsive. The slightly unusual control works well, and there are some teeth-clenching hazards to negotiate.

The graphics are first class throughout, with detailed, cartoon-quality sprites, colourful and varied backdrops and smooth parallax scrolling. Sound, too, is competent — a suitably funky title tune and some effective spot effects. All in all *Skate Crazy* offers bags of entertainment and represents great value. I'm not going to go so far as to say you'd be *Skate Crazy* to miss it, 'cos that sounds crap, and this certainly isn't.

Gary Penn



C.U. Screen Star

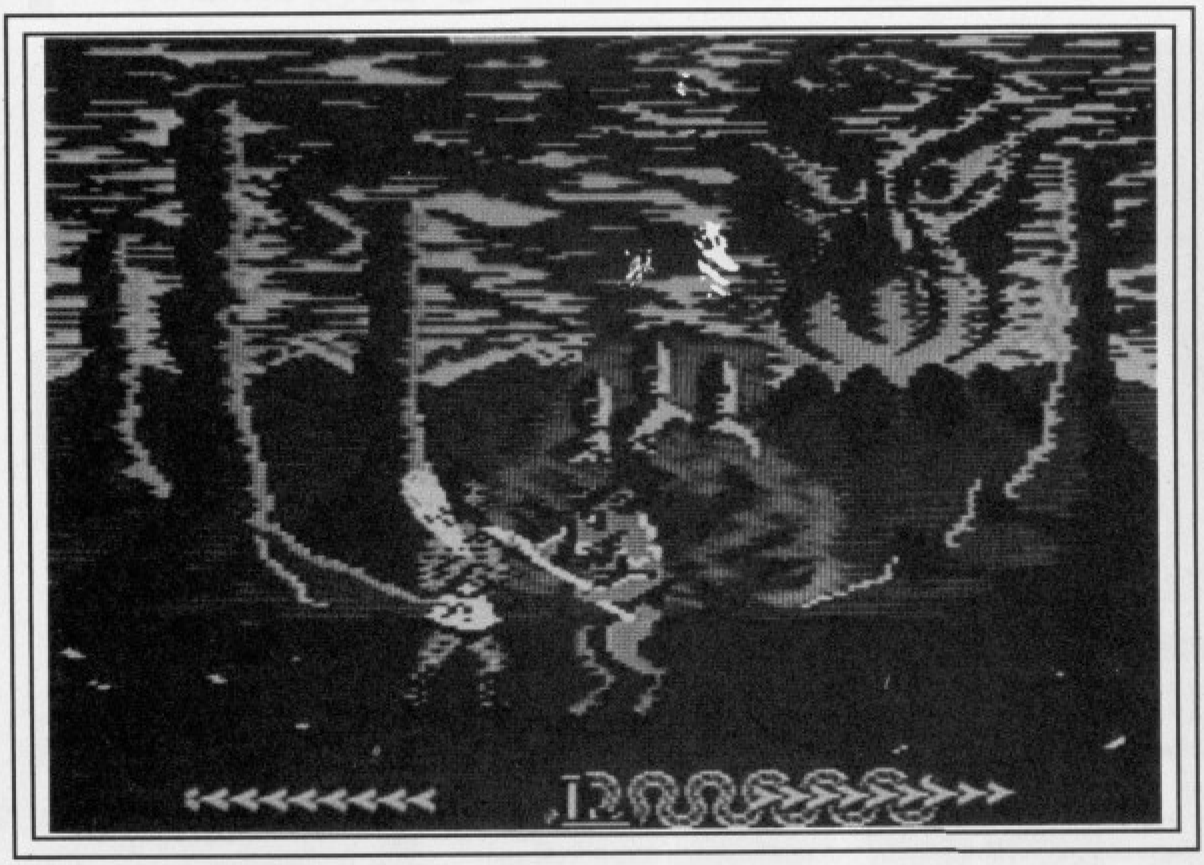
CRAZY COMPO

Thanks to Gremlin we've got three pairs of freewheelin' top notch roller skates worth 50 pounds each. To secure a pair and get rolling all you have to do is answer three willy simple quesies below. First ones out of the CU lucky bin will win the skates, 20 runners-up will each receive copies of the game. Can't say fairer than that can we?

1) What is the term 'roll on roll off' used to describe?
2) What was the trademark of Coronation Street's Hilda Ogden?
3) The Temptations recently had their remixed classic about a wayward parent re-released and remixed. What was it?

Answers on a postcard to Crazy Compo, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.





What a hunk of beef!

HERCULES

64/128
Gremlin
Price: £9.99 cass £14.99 disk

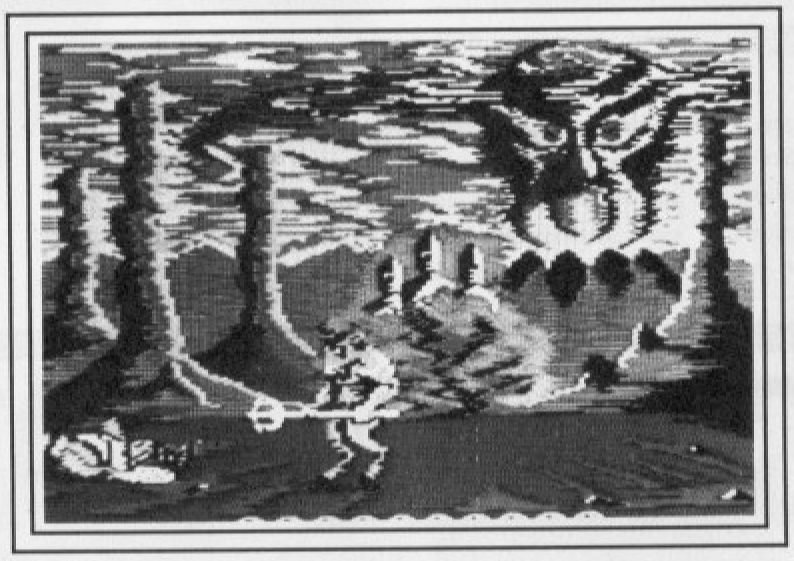
Hercules has been launched at a time when owners of *Barbarian* and other such games are looking elsewhere to vent their anger on hapless heads. Needless to say *Hercules* is a *Barbarian* spin-off, though not quite as good.

Most people will be familiar with the twelve tasks of Hercules. Set by the King of Argos as penance for Hercules murdering his own children. Sadly, rather than cavorting round unknown worlds battling lions, overcoming Amazon women and retrieving girdles, you, as Hercules, get to battle skeleton rejects from the adventures of his old mucker Jason (of Argonauts fame).

The aggressive moves have some groovy sounding names such as Punch Of Death and Zeus' Torment, sadly they are nothing special, the Punch of Death is a feeble little cross punch and Zeus' Torment, is a club in the family jewels.

An original if hindering idea, is the serpent that wriggles along the bottom of the screen. You can only injure your opponent if he is standing over this, so it takes some fancy jigging before you can even think about winning the fight, though the serpent does elongate as your energy goes down giving you a slightly larger advantage. There is one move that can effect the skeletons without them having to be standing in the right place and that is the Mountain Shaker, a ruddy hard clobbering to the cranium to you and me. This knocks the head off the skeleton who then twitches and falls over.

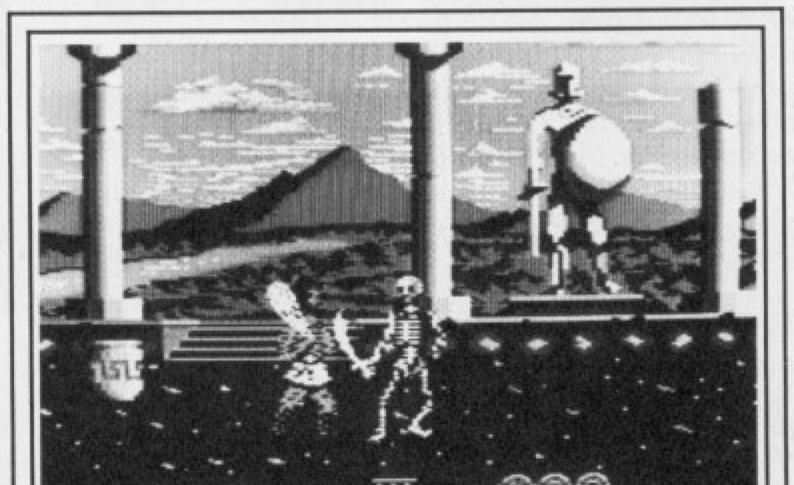
At the top and bottom of the screen are icons representing the tasks of Hercules. When one of them starts to flash you had better get ready because then it falls from the heavens and bobs up and down for a short period of time. With the speed of a wounded elephant and the grace of a concrete block you have to run to the icon and whack it one to collect it. It is then transported into your almost safety deposit urn while you continue to battle away until the next icon turns up. Sometimes a little black spider will try to wend his way into your urn to grab one of your tasks. A bit of logic is required here — yup, splat the muva.



But it's Herc who gets carved up.

With the tasks complete and the skeletons vanquished all that remains is a duel to the death with the Minotaur. The large, blue, horned, well-armed final beastie of the game. Beat him and give yourself a pat on the back, or whatever demi-gods do.

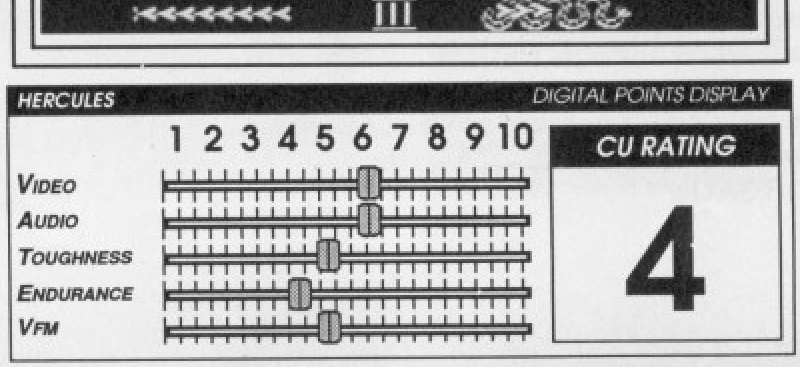
The lack of real variety is what afflicts *Hercules*. The moves are basically O.K. but some make Hercules look more than a smite misproportioned. Fighting the skeletons is the same routine every time and it is just plain perseverence rather than skill required in completing the game. The spot effects in the combat are fine, though not even close to the beat'em up standards of *IK*.

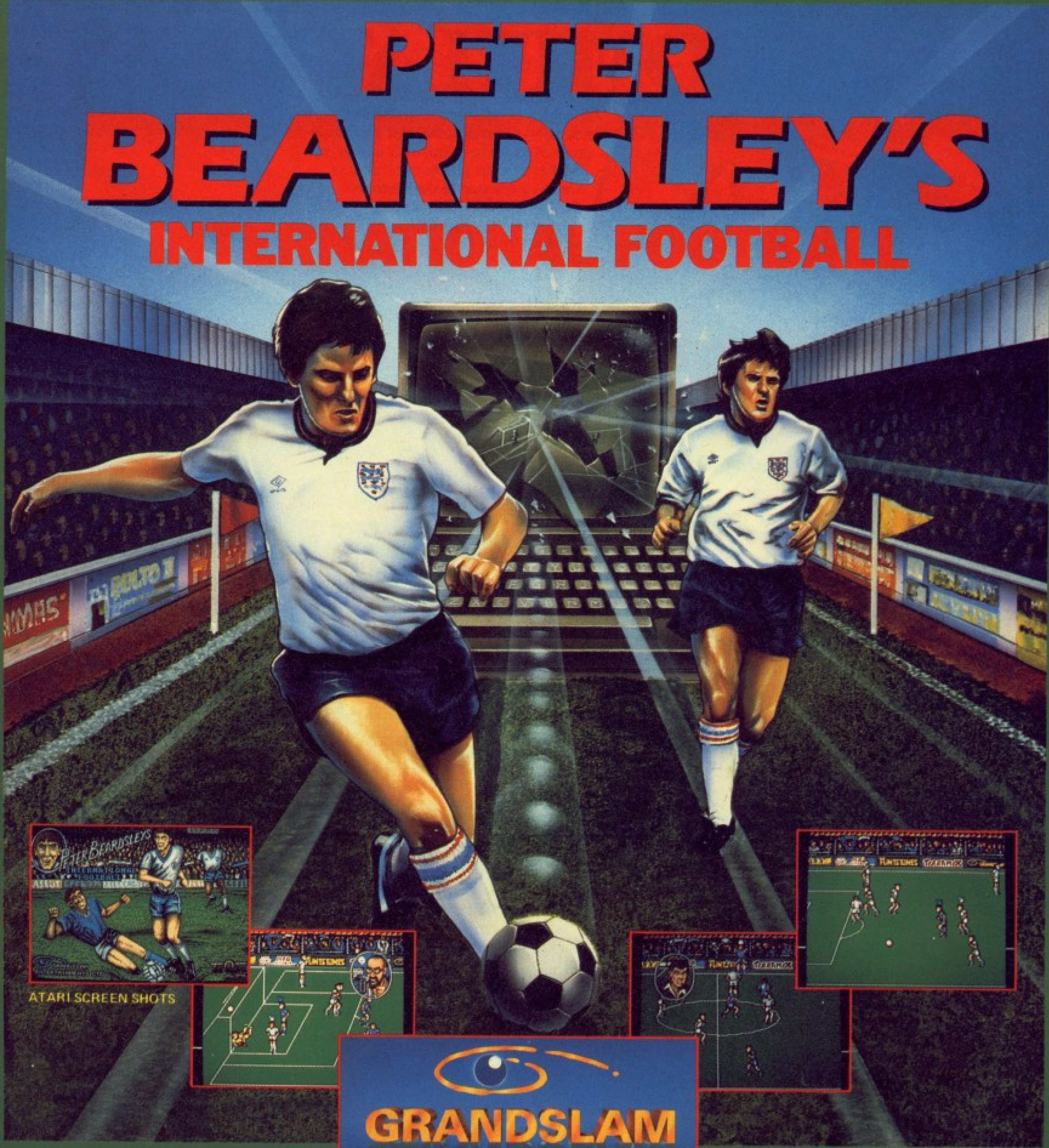


Bit of a lightweight this one!

A fairly good crack at a game. With better planning, actually being able to participate in the tasks, perhaps, and this would have been very good indeed.

Mark Patterson





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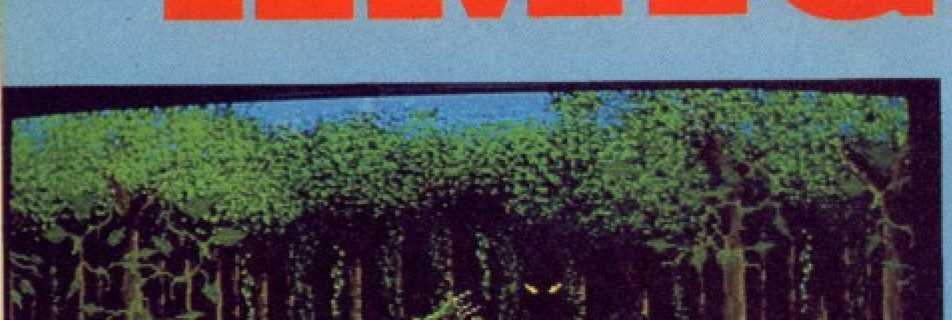
REVIEWED: RETURN TO GENESIS
BUGGY BOY · LEATHERNECK



FIRE AND FORGET

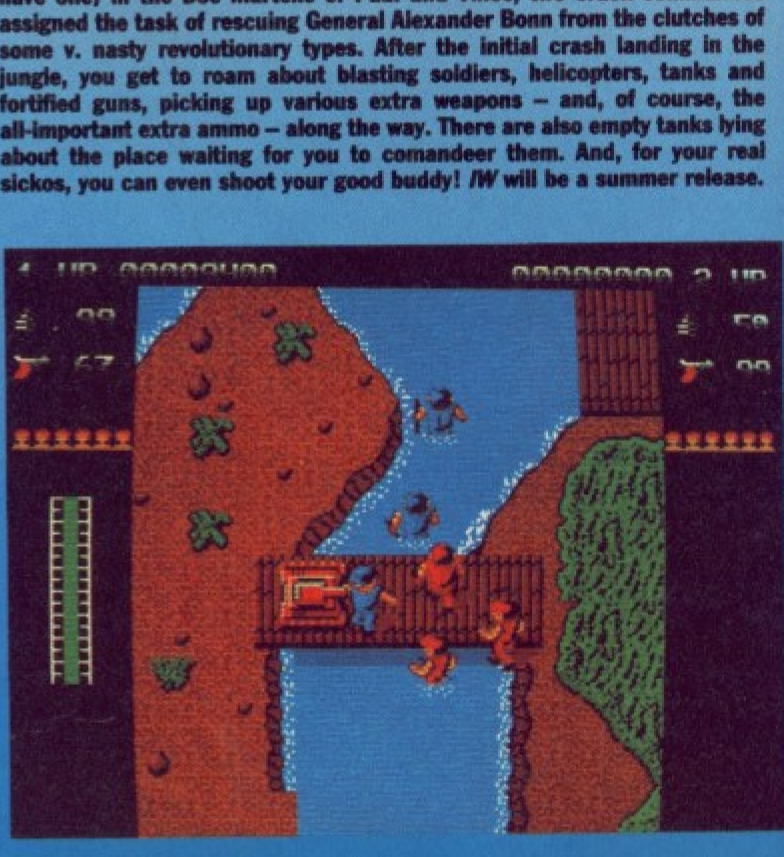
Remember Titus and their fab Amiga car racing game, *Crazy Cars*, which took its lead from *Out Run* around Christmas time? Well, maybe it's a coincidence, but just as *Roadblasters* is hitting the streets, they've announced the impending release of their next major product, *Fire And Forget*, which features a nippy sportscar with a cannon mounted on top! The road which you're travelling brings you through desert, artic tundra and green fields, and in contact with tanks, helicopters and gun emplacements. With brill graphics and speedy scrolling, *Fire And Forget* will be hitting the shelves within the month.

FUTURE AMIGA PREV



IKARI WARRIORS

Hot (well, warm anyway) on the heels of the 8 bit conversion of SNK's combat smash *Ikari Warriors*, comes the Amiga version from Elite. And very nice it looks too, does it not? As y'all know, *IW* puts you, and a mate (if you have one) in the Doc Martens of Paul and Vince, two crack commandos assigned the task of rescuing General Alexander Bonn from the clutches of some v. nasty revolutionary types. After the initial crash landing in the jungle, you get to roam about blasting soldiers, helicopters, tanks and fortified guns, picking up various extra weapons – and, of course, the all-important extra ammo – along the way. There are also empty tanks lying about the place waiting for you to comandeer them. And, for your real sickos, you can even shoot your good buddy! *IW* will be a summer release.



STAR RAY

Programmed in Germany for Logotron, *Star Ray* looks like an Amiga game well worth investigating. It's a horizontally parallax scrolling shoot 'em up, in which you can turn your fighter to zoom either left or right-wards clearing the impressive landscape of guns, hoverships and birds. A raunchy soundtrack leaps out of the demo version we've seen and the speed of your little fighter is, as they say, summat else. With a provisional release date this month, we've a feeling this one'll run and run.



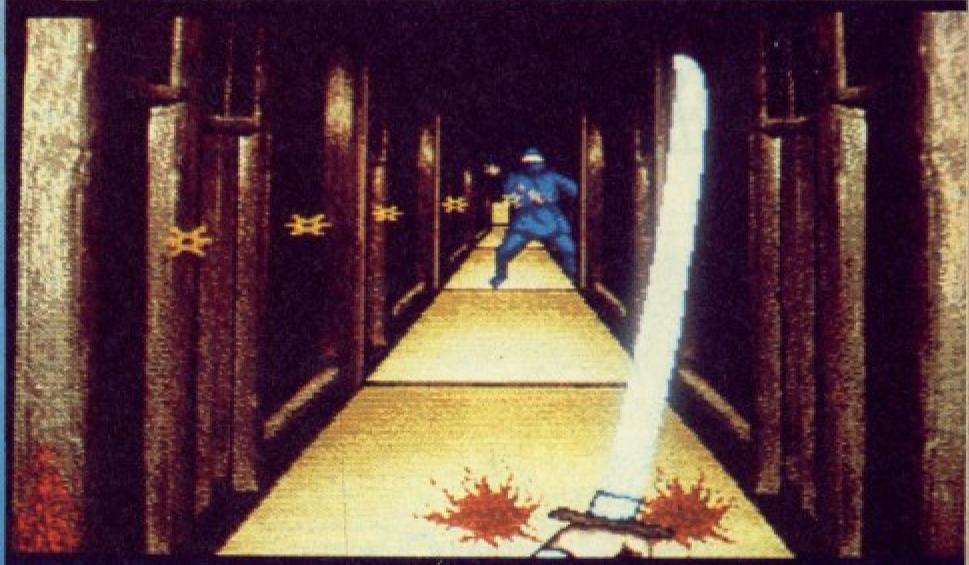
SUNNY

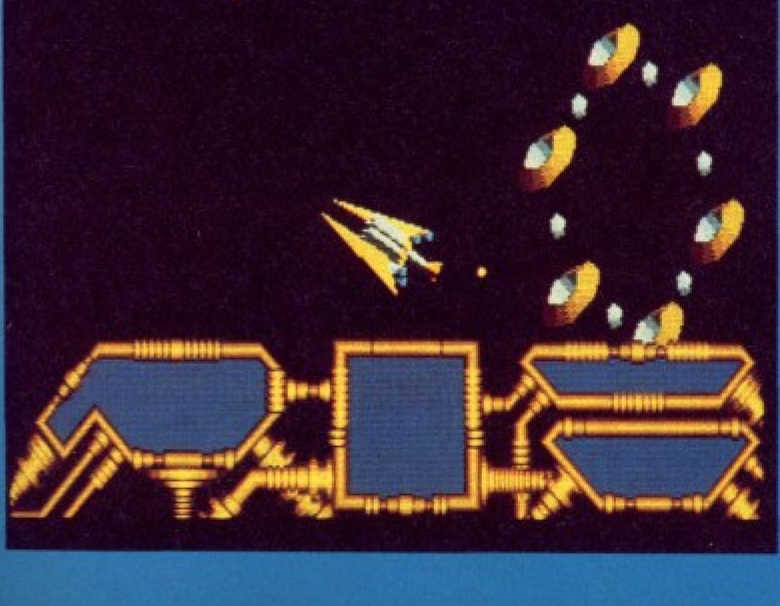
As you all will be aware, the value of a licence tends to be directly proportional to the amounts of blood, guts and general violence to be found in the original game/film/book. Rainbow Art's *Sunny*, due out this month, is out of the ornry in that it's based upon – and due for simultaneous international release with – a brand new non-violent comic of the same name. Sunny, y'see, is a cute little girl who finds herself in a rather unusual greenhouse, in which nature has, erm, come alive. Sunny, going one better than Doctor Dolittle, can now talk with all the elements of nature. But all is not well in the greenhouse and it's up to Sunny (played by you) to solve a series of problems in order to restore the balance of nature, put an end to natural catastrophes and make everything, well, sunny in the garden once more. Twee can't wait.

E SHOCK
VIEW AMIGA

WHIRLYGIG

In Firebird's *Whirlygig* you play a novice pilot determined to escape from the chains of the all powerful Federation. You managed to steal one of the newly born "living" space ships from the Mindwright where you work, and you flee in your newly-acquired friend/craft. The *Whirlygig* is an enormous vortex in the middle of space and time which allows you to short cut through to other areas and eras — this, understandably, is where you head in an effort to escape the persuing fighters. But with asteroid belts, space debris and alien spacecraft to contend with, could you have leapt out of the frying pan straight into the fire? The press release boasts that Whirlygig, as well as having superfab graphics, is composed of over 4 *billion* levels! Fact or fiction? You'll just have to wait till summer's over to find out.





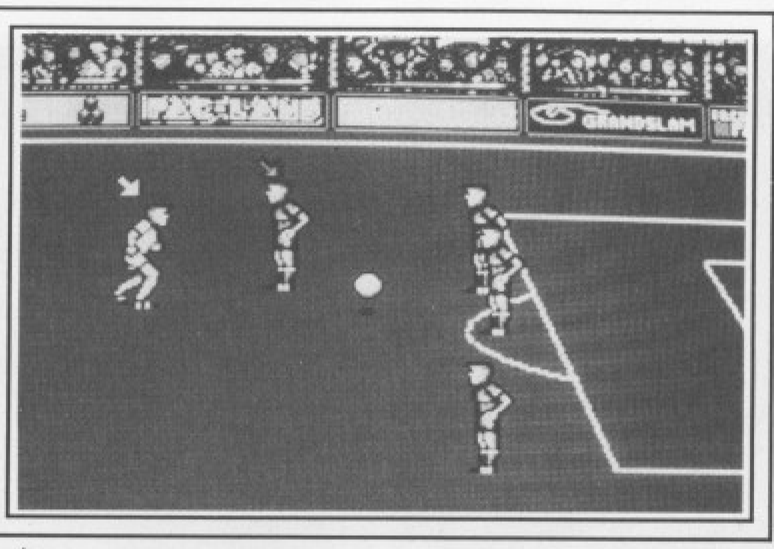
LORDS OF THE RISING SUN

No doubt about it, twelfth century Japan was the place to be for fans of Gone With The End-style epic sagas. In Mirrorsoft's *Lords Of The Rising Sun* you play a member of the noble lineage of Minamoto. Your father has just committed suicide after losing the battle of Uji River, and the Taira Clan rule supreme. Now it's up to you and your brother to front the popular rebellion to retrieve the imperial regalia and put a Minamoto in power as Shogun. Set in 1120, *Lords Of The Rising Sun* is set for a September release, with a 64 version to follow.

AMIGA

Grandslam
Amiga
Price: £19.99

PETER BEARDSLEY'S FOOTBALL



Ferdy steams through the opposition.

Away th'lads. Geordie England star Peter Beardsley gets the tremendous honour(?) of endorsing the first Amiga football game. Not just any old football game too, but one based on the European Championships. Grandslam could not have picked a better time than this to release this game, with Beardsleymania at its peak, and millions of people having been thrilled by the European championships. Does the game match up with all this entertainment?

Before you kick-off you are given a rather nice little Peter Beardsley badge and poster to stick on your wall and lapels respectively. Once you're looking the part, run down the shop and score a few crates of McEwans and you'll be all set. Before you get the chance to kick a ball, you must decide which of the eight teams you wish to be, whether you want a one or two player game, and how long you want your matches to last. At least when I chose England they managed to give me a white shirt, even if the shorts were the wrong colour!

You control one of your team's players with an arrow sticking out of his head. Instructrions state the player who is in control is decided by the one who is nearest to the ball. Note: the previous statement is a complete lie. The player who is in control should be decided by who is nearest to the ball, but isn't. This is the game's main fault, often you pass the ball directly to one of your team-mates and he will stands there with the ball at his feet, and his hands on his hips.

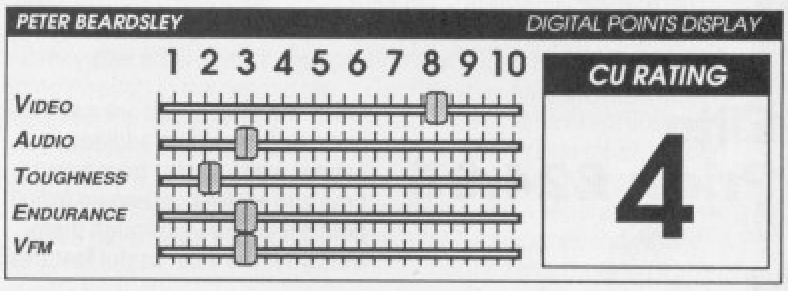
This fault, which could have been easily corrected, ruins what could be a reasonably good football game, by making it impossilby to play decently let alone win (that is unless you know the Ferdy cheat mode — which I'm not going to tell you!).

Apart from this fault the game is otherwise straightforward. You can pass and shoot to different degrees of power by holding down the fire button for different amounts of time. The goalkeeper can be made to dive in different directions, but this is not a wise idea as he only seems to be able to save it while standing up!

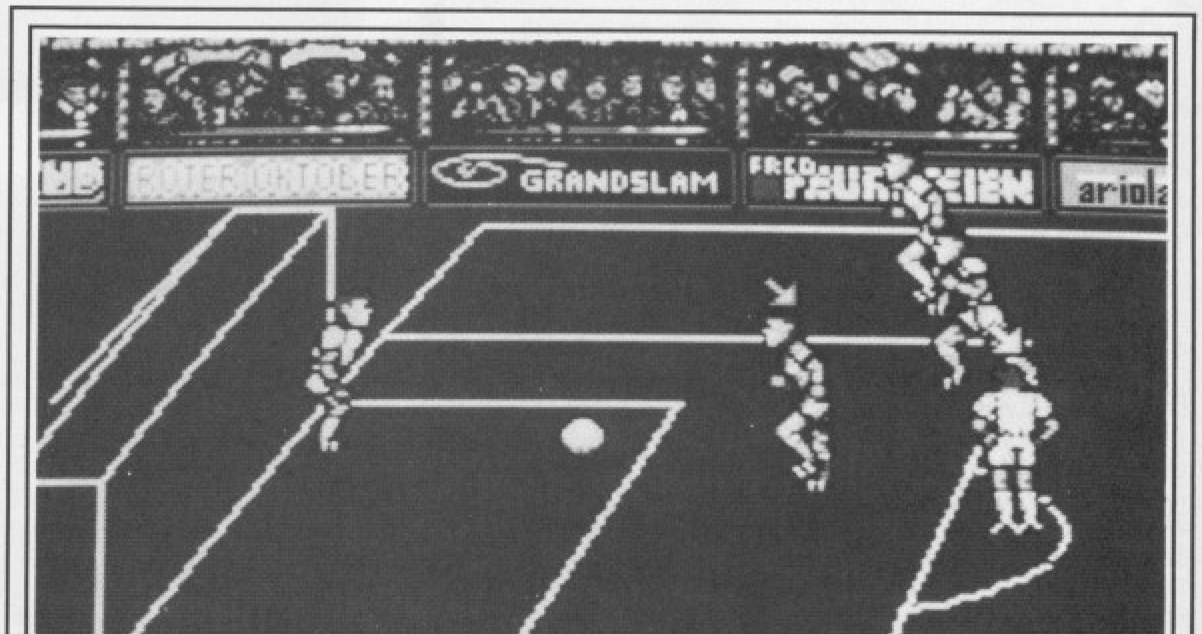
Another of this game's intriguing features is every now and again the computer team decides to stop playing completely, and they don't allow you to carry on either, so you have simply to wait until time runs out before you can continue.

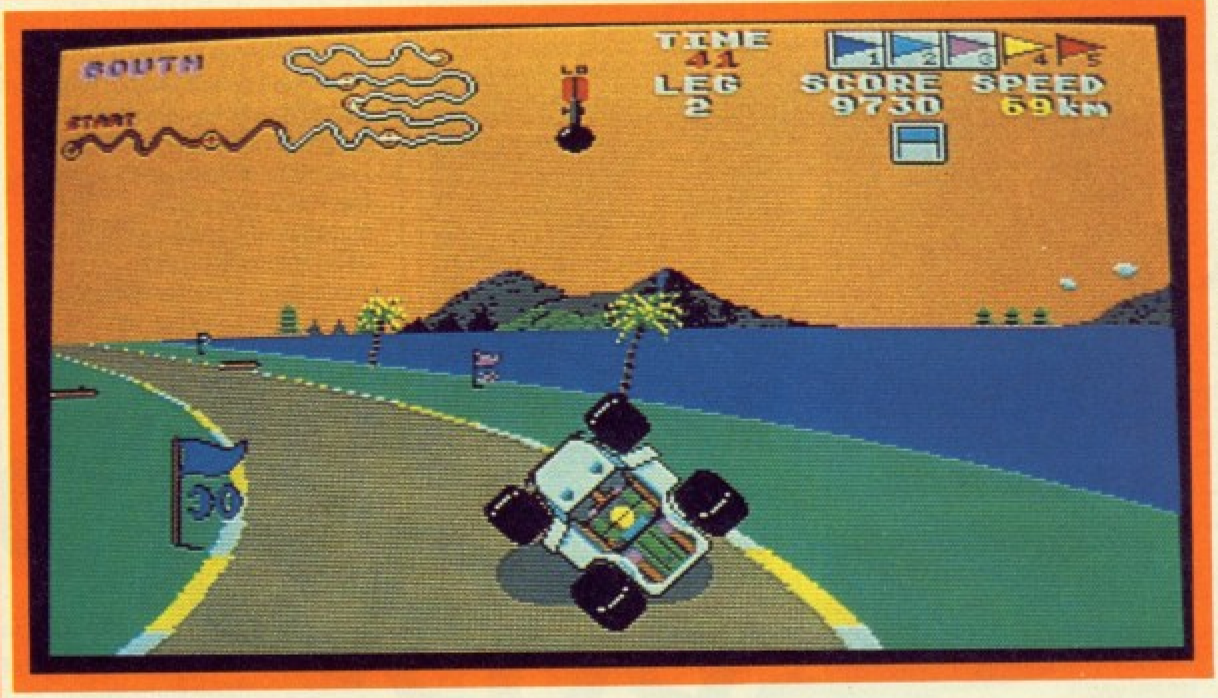
As you can see the game does have some very nice graphics, and it plays relatively smoothly too. Had more time been spent to make it playable it could have been very good, yet Grandstand confused their priorities and decided that ensuring all the teams had the correct away kits was more important. Which is why I'd sooner have put my money on Eire winning in Germany than buy this game.

Ferdy Hamilton



It must be . . .!





Whoops, rolled the bugg(y)er.

C.U. Screen Star

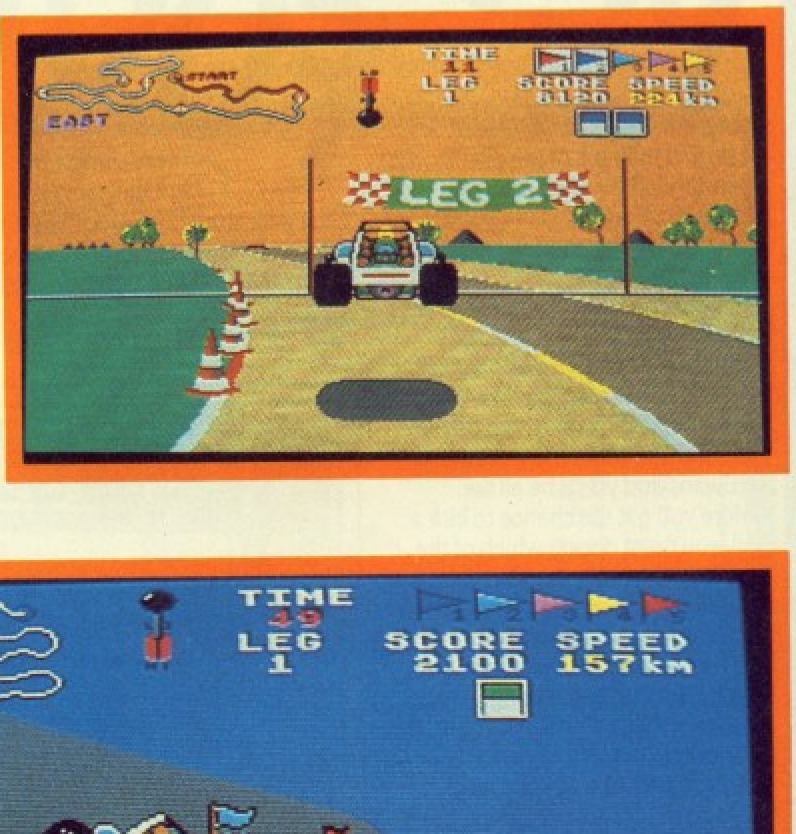
BUGGY

Elite
Price: £24.95

A full seven months after the release of the totally groovy 64 version, *Buggy Boy* has finally arrived on the Amiga. If you're already yawning at the prospect of another race game and are just about to turn the page, don't. *Buggy Boy* is a race game with a difference. There are no 30 squillion horsepower Mansellmobiles or Playboy sports cars to drive here, instead you take the wheel of a huge customised beach buggy. Sounds like fun? It is.

There are four courses to race over, North, South, East and West, as well as an 'Offroad' practice track where you can develop your driving skills. It's not just a case of getting from start to finish within the time limit, however. Ooooh, no. There are all sorts of objects and features littering the road to help or hinder your progress. Flags, for instance crop up in the road frequently and give a small score bonus for each one run over, and if you're def enough to collect five in the correct order of colour as indicated at the top of the screen, you are awarded a juicy megabonus. In addition, banner gates appear from time to time and award bonuses up to 500 points if you drive through them. But by far the most useful features in the road are the logs which send you bouncing into the air, and over any obstacles in the road.

Okay, so what fiendish nasties are out to get you? Well, there are sections of fencing in the road that send your buggy spinning should you hit one, large boulders that have the same effect and small rocks that throw your buggy over onto two wheels, French lorry driver style. There are also some sections of the race that require particularly nifty steering, such as the tunnels, where you can't see a thing and the narrow bridges, where any loss of control will send you plunging into the drink. As if that wasn't bad enough, there are parts of the road that are so badly congested with rocks that



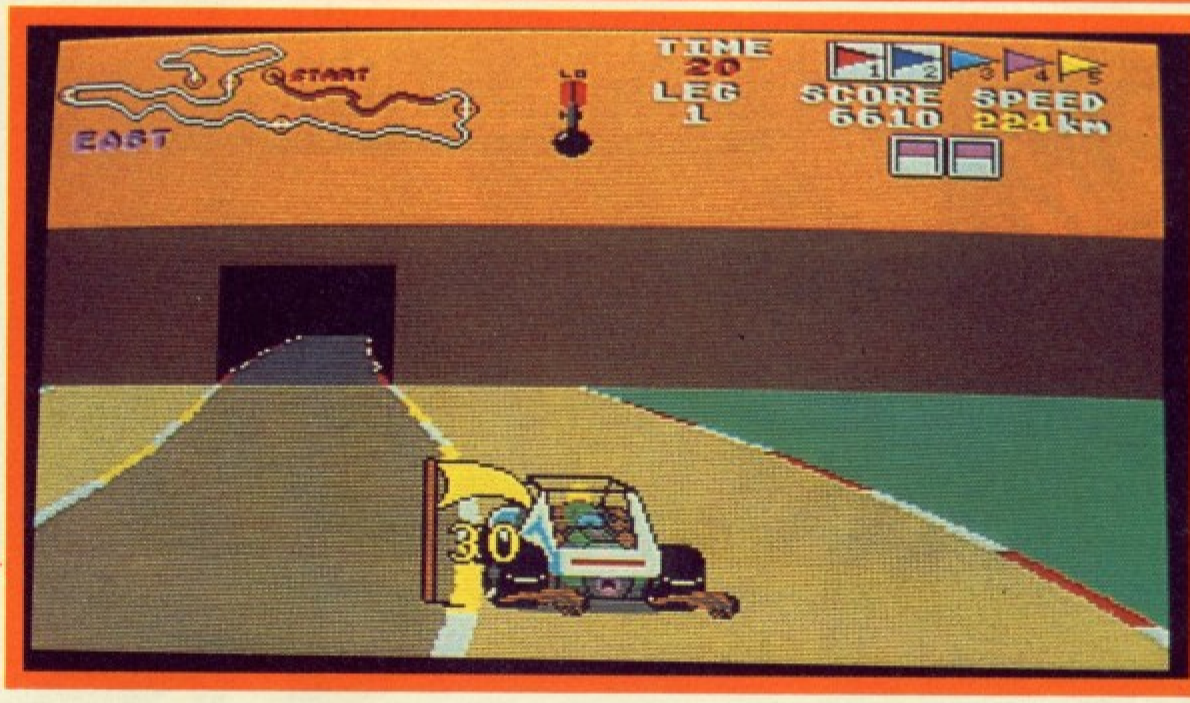
Flyin' for the finish . . .

You can bank on it.



you are forced to drive sideways up a cliff face in order to pass! Something else I noticed was a blue loglike thing that appears in the road from time to time. I'm sure it's supposed to be a rock, but if Messrs Dillon and Patterson are to be believed, it's a drunken wino who has collapsed in the road. At least that would explain why it squeals when you drive over it!

All the courses are split into five legs, and after the completion of each leg, the timer is replenished and any time you had left over is added on. To give you an idea of exactly where you are, a course map



Heading for the tunnel of love.

BOY

BUGGY BOY — DIGITAL POINTS DISPLAY

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VIDEO
AUDIO
TOUGHNESS
ENDURANCE
VFM

CU RATING

8



And divin' in the drink.

It's a slip road — one slip and you've had it.



is presented at the top of the screen, with a creeping red line to show your progress. Each leg has a different set of scenery, for example leg one may start off in a city at night, but going through to the second leg reveals a rustic country setting.

It's not different to work out why *Buggy Boy* is so appealing. The graphics are lovely and large, just as they should be, with very fluid animation all round, and colour put to very good use. The sound is nice, and matches the 'cute' nature of the game with lots of bells and little jingles. Unfortunately, there isn't much in the way of a soundtrack. I'm sure that if Elite had put a summery *Out Run* style tune on the title screen, it would have spruced up the game no end. Presentation is good too, with a neat demo mode, easy to use menu, and a separate hi-score table for each course. But what really stunned me, more than any of this, was the totally awesome gameplay. The buggy is *soooo* responsive, and is such a joy to drive, I found myself loving every minute of my time with it. Even though I hate to use the word, it's incredibly addictive. You have to play it to believe it. In fact, even though it's a relatively simple game, I can't see interest waning for a long time to come. It really is that good.

Having played *Buggy Boy* many a time in the arcade, I can say that Elite have done a marvellous job on the conversion, capturing not just the look, but the feel too, and this bodes well for their future Amiga conversions, *Ikari Warriors* and *Space Harrier*

Gary Whitta

AMIGA

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AMIGA

LEATHERNECK

Amiga
Microdeal
Price:
£19.95

There's nothing like a romp through a densely foliated jungle, blowing away all and sundry with a high powered machine gun to relieve the day's tensions, but unfortunately there aren't enough games on the Amiga that simulate this kind of activity — or weren't until the arrival of *Leatherneck* from Microdeal. It's all very much in the mould of games such as *Commando* and *Ikari Warriors*, being more like the latter than the former as it allows two players to take part simultaneously, and should you fit the separately available joystick adapter dongle, it's possible to embark on a four player voyage of destruction.

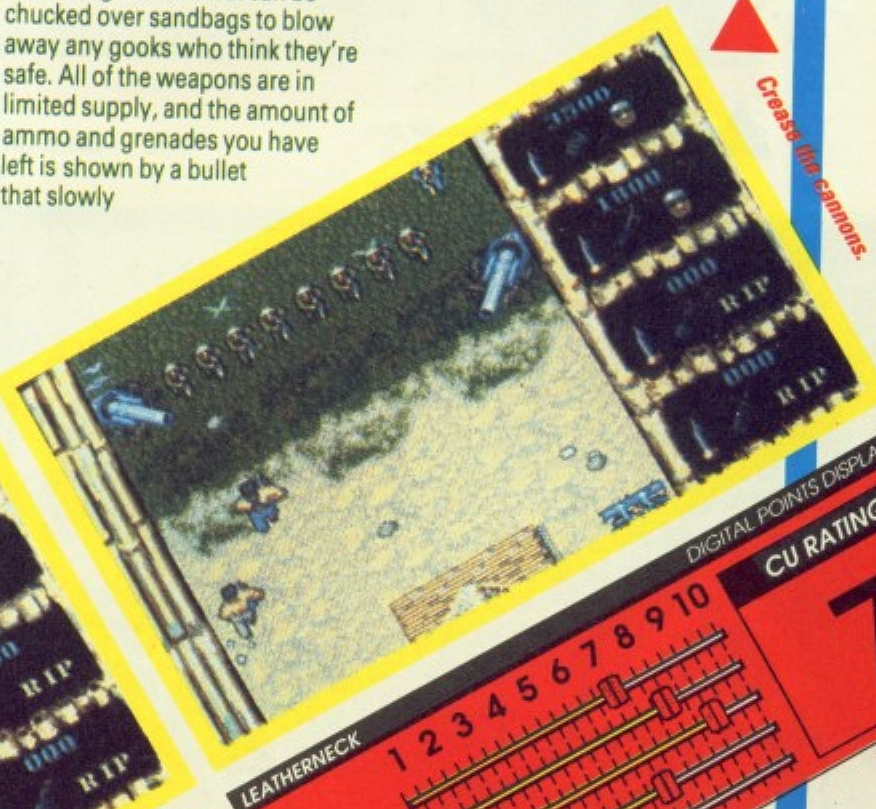
At the outset of the game, the four musclebound muscleheads appear at the bottom of the screen, and in true Rambo style are clad only in headbands and trousers. Any warriors that aren't under the players' control are left behind to die while you plod onwards through the jungle. The enemy soldiers come at you thick and fast, and open fire on you without hesitation, with both bullets and grenades. Bullets can miss you by a pixel and not harm you, but a grenade explosion will wipe out anything, including you, in a much larger range.

When you first open fire on the goons, you notice the first deviation from the standard *Ikari* format, and that is that while you can see the enemy's bullets flying about, you can't see your own. This means that you don't have to wait for your bullets to travel from your gun to a goon in order to waste him. No matter how far away a goon is, as long as he is in line, he will cop it at exactly the same time as you shoot, which makes thing a helluva lot easier in that respect. Another difference is that you can't turn around in order to shoot any enemies that are behind or to the side of you. Pushing sideways or back on the stick will only result in your soldier sidestepping or walking backwards.

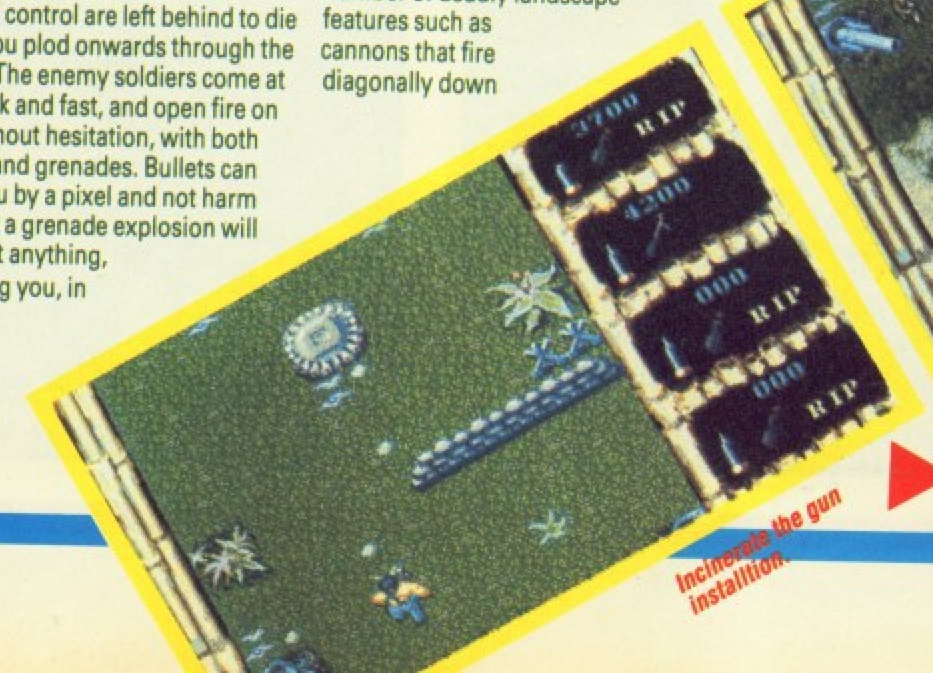
As well as the mandatory enemy men to dispatch, there's also a number of deadly landscape features such as cannons that fire diagonally down the screen and the ultra-nasty circular cannons that rotate through 360 degrees, blurting out bullets with gay abandon. The gun emplacements can only be wiped out by a grenade, of which you have loads. It's not a matter of hitting the space bar to lob one though. Only one weapon can be used at any time, and the one currently in use is depicted in your status section on the right hand side. To change from the three weapons available you need to waggle the joystick *à la Wizball*. The three weapons consist of a heavy machine gun, that fires at high speed but suffers from a low range and my fave, the grenades that can be chucked over sandbags to blow away any gooks who think they're safe. All of the weapons are in limited supply, and the amount of ammo and grenades you have left is shown by a bullet that slowly dwindles away as you shoot. To keep your weapons topped up you can collect the crates conveniently marked 'ammo'.

Leatherneck is a pretty good attempt at an *Ikari* game. Graphically it's a treat, with particularly splendid jungle backdrops and the leatherneck warriors are well defined. My only gripe is that the enemy soldiers are too skinny and small. Sound has been implemented well with a realistic 'budda budda' machine gun effect and a really gruesome 'Aaaarrggghhh' when the enemy soldiers pop their clogs. The level of difficulty has been graded perfectly, to give it just the right level of addictiveness. I enjoyed playing it immensely, even more so with a second player (unless it's Tony 'Stallone' Dillon who keeps shooting me in the back!).

Gary Whitta



Crease the cannons.



Incinerate the gun installtion.

DIGITAL POINTS DISPLAY

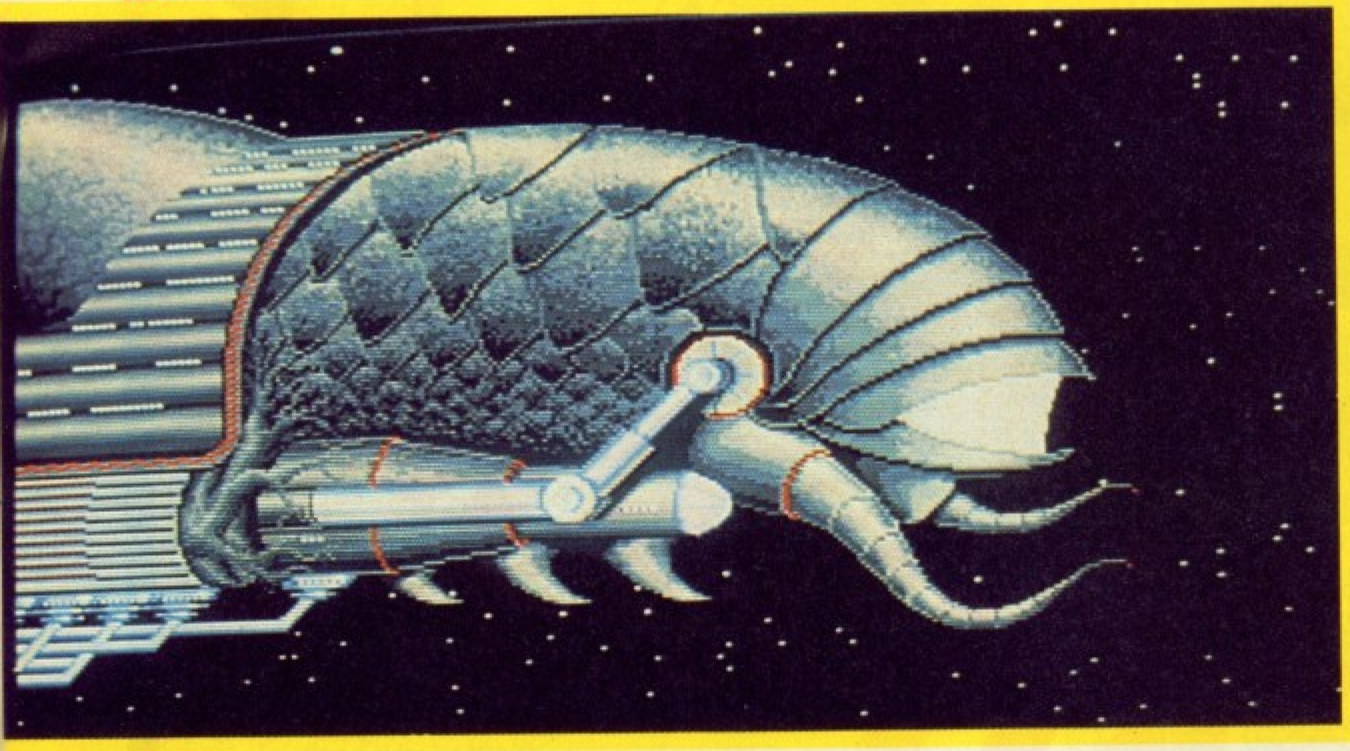
LEATHERNECK

1 2 3 4 5 6 7 8 9 10

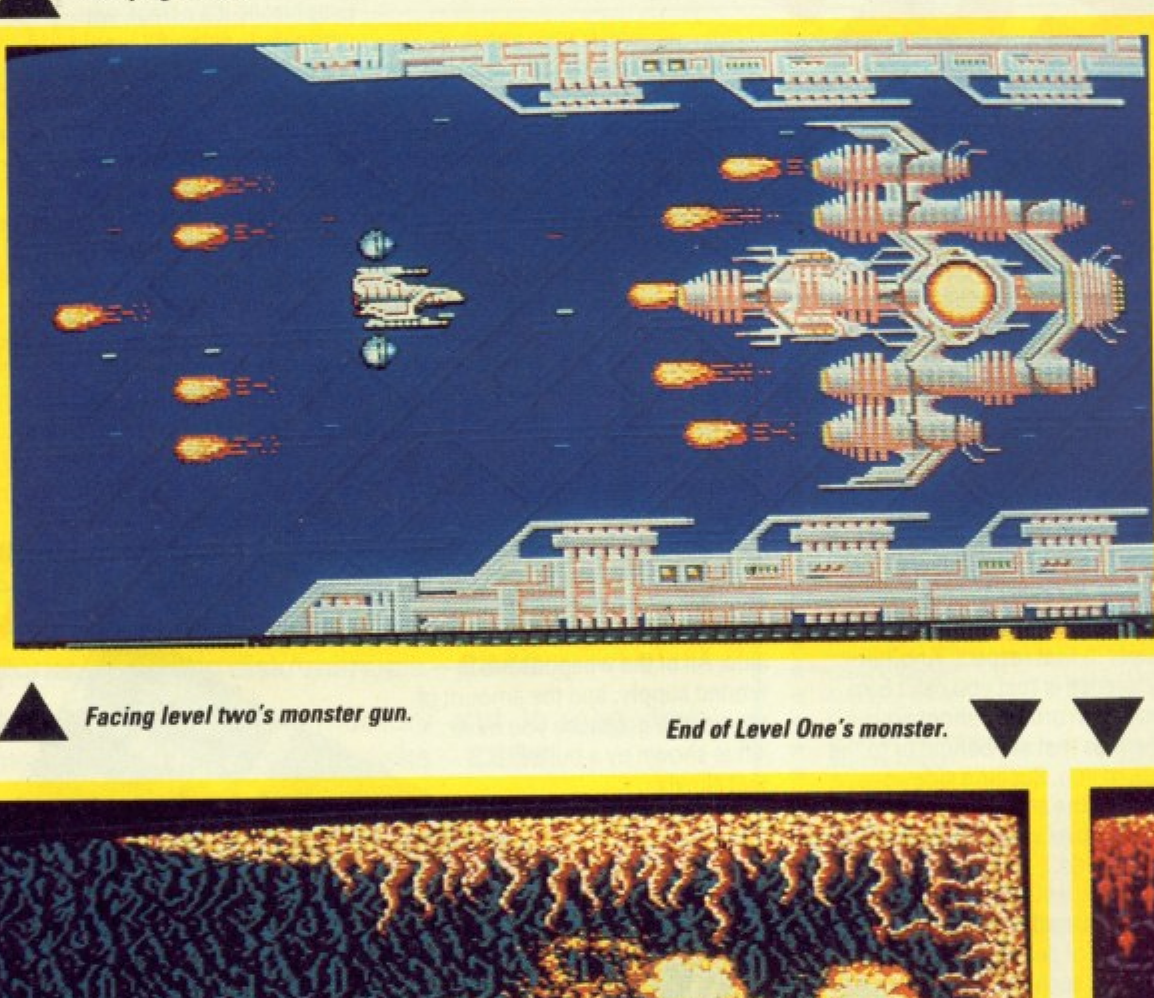
VIDEO
AUDIO
TOUGHNESS
ENDURANCE
VFM

CU RATING **7**

DR



▲ *The flying louse.*



▲ *Facing level two's monster gun.*

Amiga
Psygnosis
Price: £24.95 cass

Oh dear, I've landed myself and others in it once already this year for saying this, but there's no avoiding the fact that *Draconia* is a quite brazen rip-off of *R-Type* oh, and probably a couple of dozen other coin-op classics. It almost holds up its hands and screams 'sue me, sue me!'

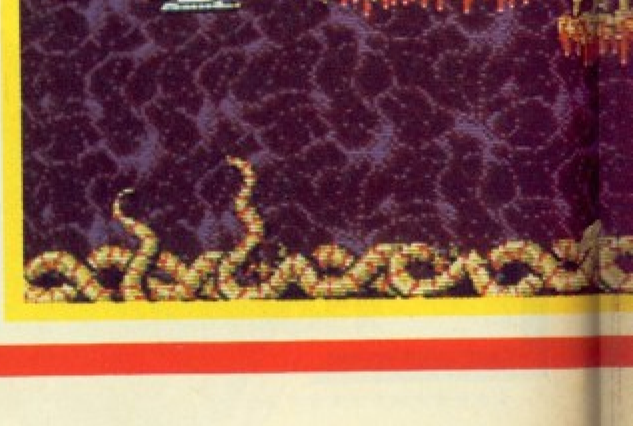
Draconia has six worlds and these form six levels of shoot 'em up mayhem for 16 bit owners everywhere. You fly your ship, once it's been spat out of a huge flying louse, through a series of tunnels, with superstructures of various kinds above and below. Here's where the fun begins, each level has the name of a coin-op company contained in it (*Irem Battlestation, Konamian Graveyard, Jungles of Capcom*) and showcases graphics in the form of backgrounds and aliens

End of Level One's monster. ▼



AMIGA

▼ *Defying death in Davy Jones's locker.*



RACONIA

which remind you of a number of arcade games. Level Three for example, is a *Darius* underwater encounter. Maybe they ran out of classic coin-op blasts because there's one of their own in there at the end.

After all that someone better hope the arcade manufacturers have a sense of humour, something I haven't seen much evidence of in the past.

Forgetting the cheek of *Draconia* for a moment (it's not easy) and judging it on its own merits, this is a good blast but not a great one. Graphically it's neat, with witty, colourful backgrounds, some great aliens (check the *Xevious*-like mirrors) yet perhaps because of its conventionality something is missing. You're flying well-charted territory here.

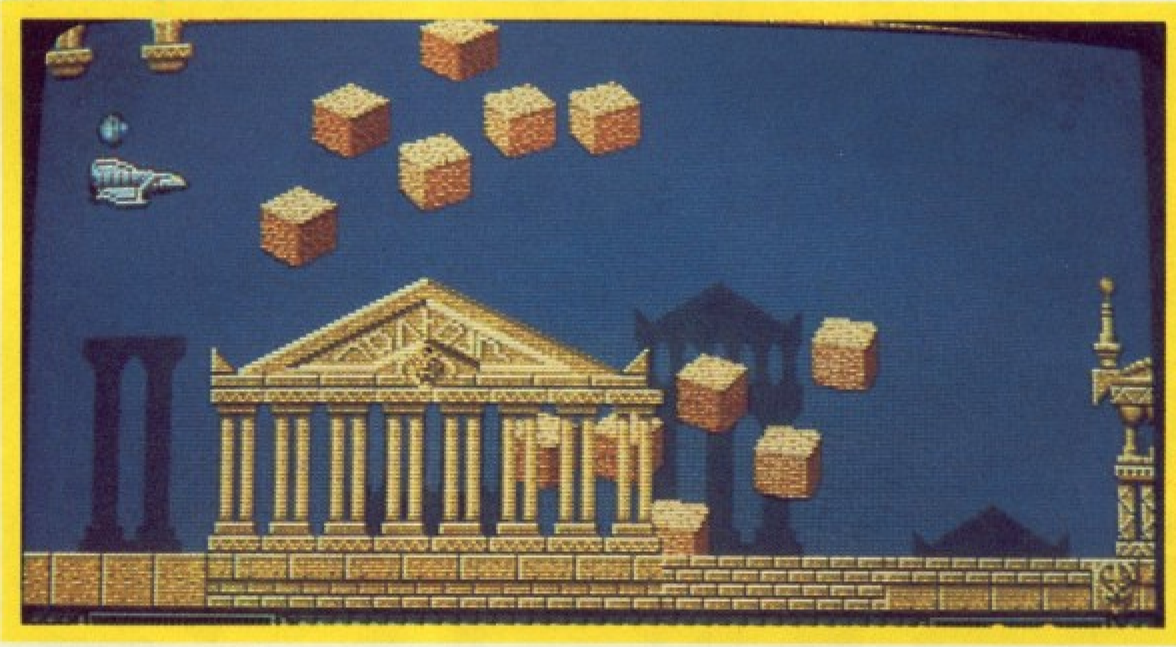
Sound too is disappointing, a couple of words of sampled speech and a messy *Xenon*-style soundtrack is simply not enough.

The over-riding factor is gameplay. *Draconia* is a little slow for my liking, and the method of collecting extra weapons (by continually shooting bonuses when you've destroyed an attack wave) is fiddly. That said *Draconia* is still one of the better shoot 'em ups to have appeared on the Amiga. Not saying much I know, particularly when the current numero uno is a cheapo (*Sidewinder*).

Still, you'd better buy it, if only for its outrageous insolence.

Mike Pattenden

Chipping off a few blocks.



DRACONIA — DIGITAL POINTS DISPLAY

1 2 3 4 5 6 7 8 9 10

VIDEO
AUDIO
TOUGHNESS
ENDURANCE
VFM

CU RATING
7

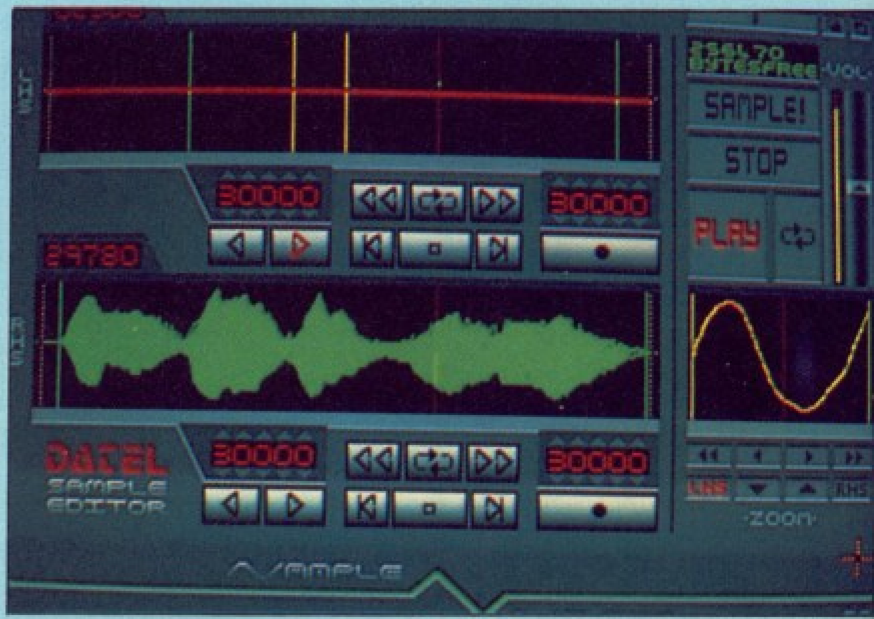


A familiar(!) whirlying snake.



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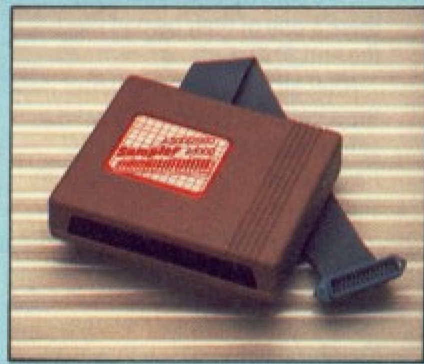
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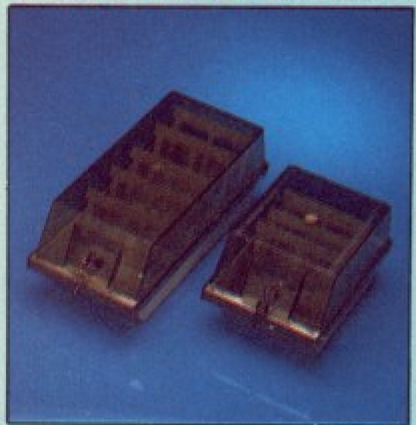
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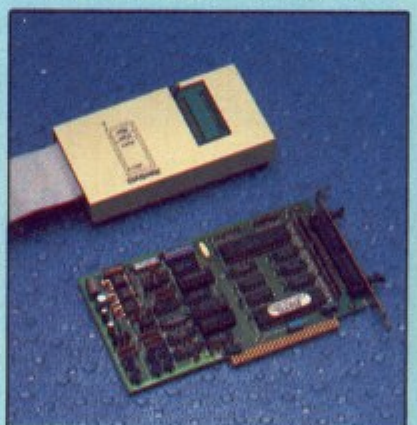
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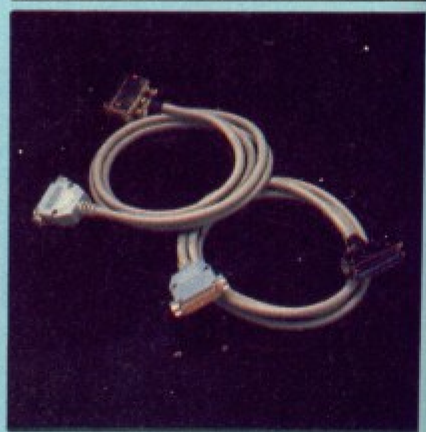
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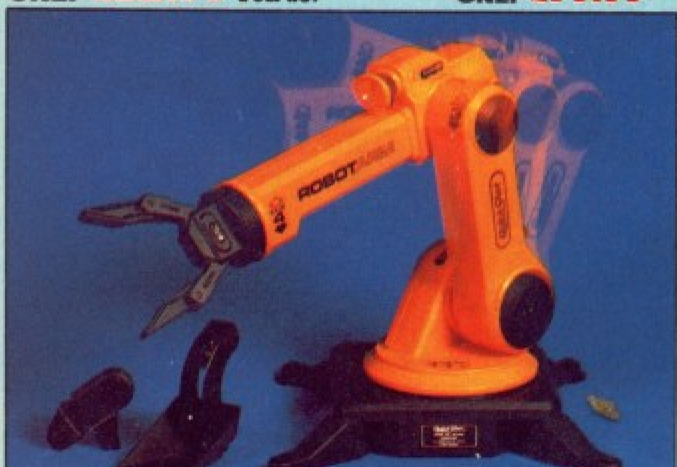
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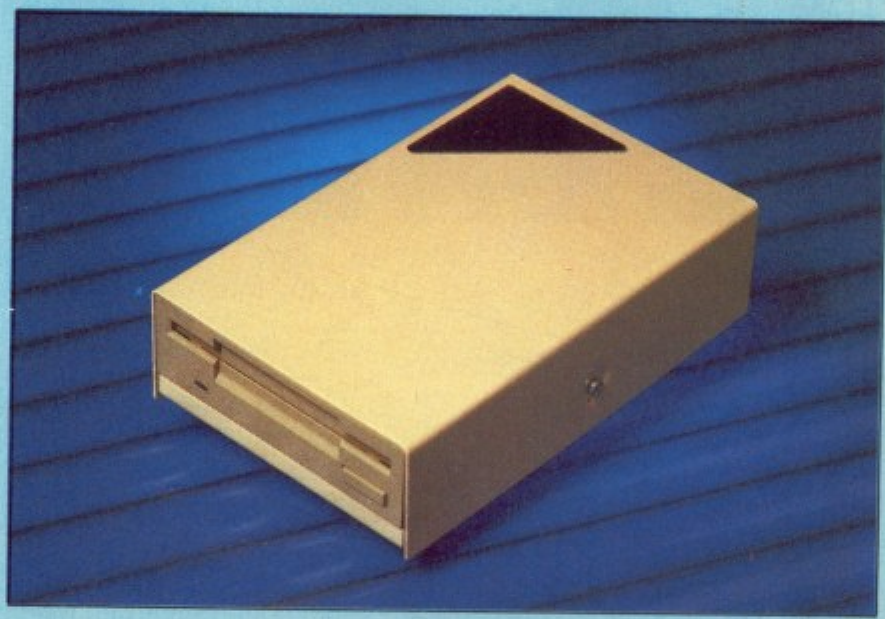
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AAARGH!

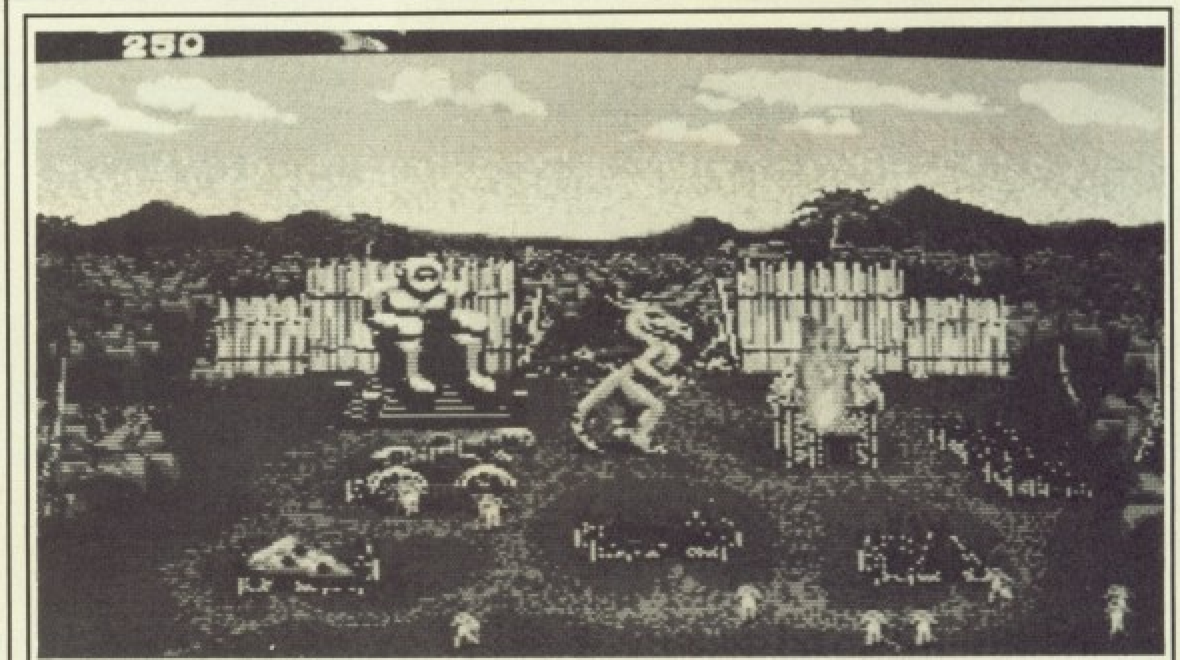
Amiga
Melbourne House/ Arcadia
Price: £19.99

The number of games that ask you to save Earth from imminent destruction at the hands of evil mutant monsters literally runs into hundreds. The number of games that reverse those roles and ask you, as a monster, to cause as much damage to human civilisation as possible can be counted on the fingers of one hand. Indeed the only ones I can think of are *Rampage* and Epyx's *Movie Monster Game.* But now *AAARGH!* from Melbourne House is here, I can add one more to that woefully short list.

The idea behind *AAARGH!* is to take control of a v. nasty monster and destroy as many cities inhabited by humans as possible in your quest to obtain five Roc's eggs. Before you can start, however, you have to decide exactly what kind of monster you want to be. There are two to choose from, a large scaly green lizard and an equally large and fearsome cyclops.

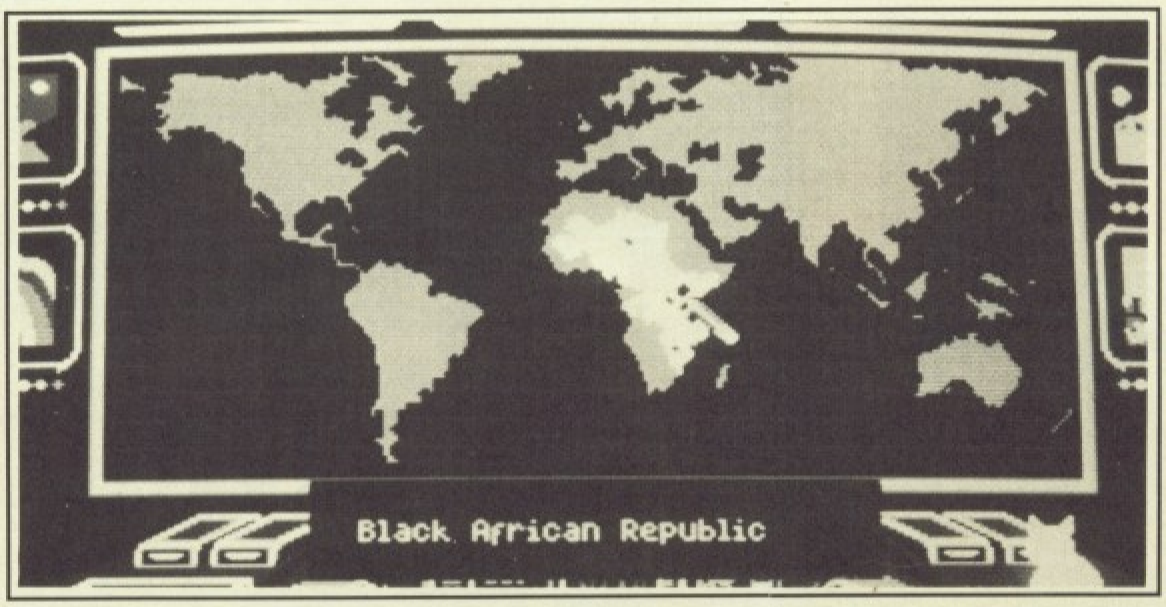
After you've chosen your monster you are thrown straight into the game proper. It's very much like *Rampage* in 3D insofar as you can run in and out of the screen as well as left and right. Each city has about six or seven demolishable buildings, and there are two ways of destroying them. Either punch the building repeatedly until it crumbles to the floor or burn it down with your flame breath (much more fun). As a building burns its unfortunate tiny human residents run out in panic, and you can pick them up and eat them if you wish. Ooh, I just lurve all this cannibalistic violence!

Unfortunately, your flame breath doesn't last long, so it's necessary to pick up the lightning symbols some buildings leave behind to replenish your supplies. To make matters worse, every level has a mobile



AMIGA

THE ARMAGEDDO



Amiga
Martech
Price: £24.95

Hmmm, Martech have certainly made a strange choice of game with which to enter the Amiga market. *The Armageddon Man* didn't make too much of an impact in any of its 8-bit incarnations, but throwing caution to the wind, Martech have decided to convert it anyway, and to be fair they haven't made a bad job of it.

The plot is heavy-duty stuff. It's 2032 AD and the world's 16 major superpowers have formed an alliance in order to prevent themselves from microwaving each

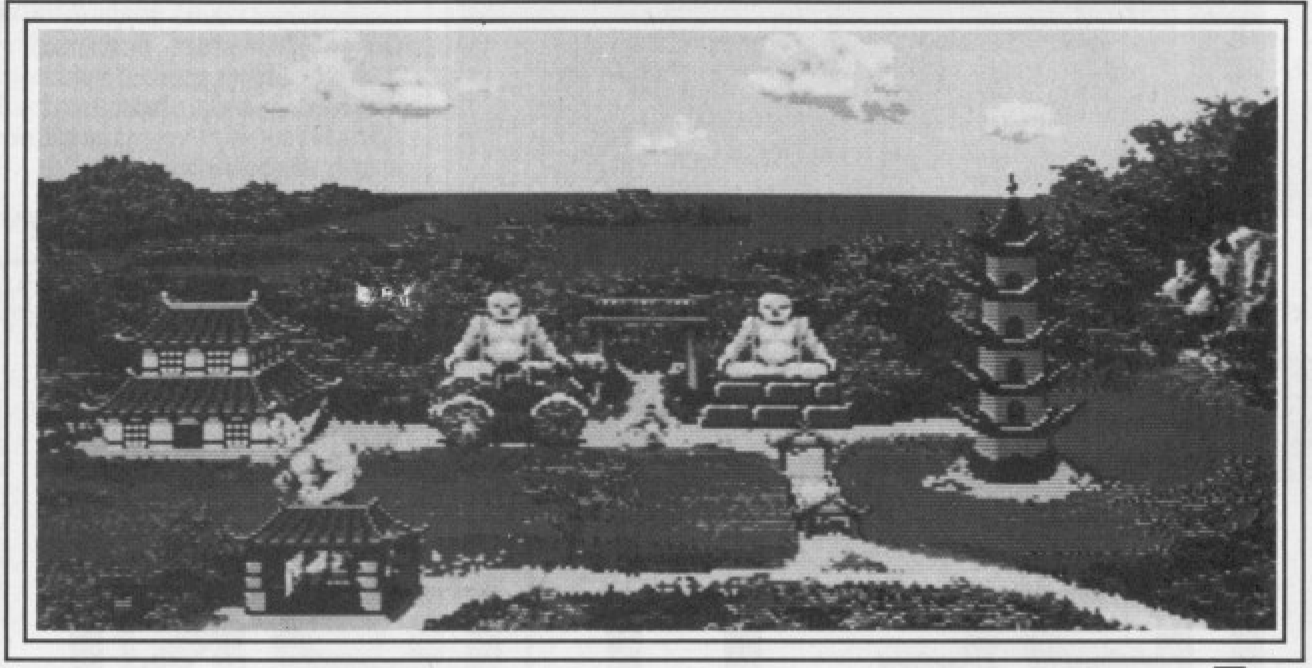
catapult that follows you about the screen flinging fireballs at you. Another pain in the backside is represented by mutant mosquitoes who buzz around trying to sting you, so some quick flamework is the order of the day to torch them before they get too close. Every time you take a hit from the mosquitoes or the catapult your AAARGH! level increases, and should it hit maximum your monster cries out in agony and explodes in the most vividly gory way imaginable. To prevent this happening you should take time out regularly to munch on some of the tasty morsels that litter the screen. Considering the food items include burgers, pizzas and tacos it's not surprising your monster has bad breath!

After collecting a Roc's egg you progress to the combat screen where you slug it out with another monster to see who gets the egg. The graphics here are superb, perhaps the largest sprites ever to be seen in a combat game. All the standard punches are available for you to deck the enemy with, as well as the ability to singe him with your flame.

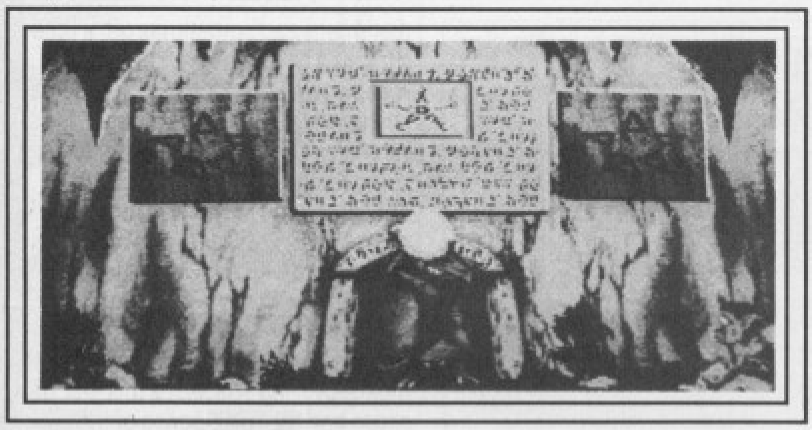
I must say that *AAARGH!*'s cosmetics are some of the best I've ever seen on the Amiga. The sprites are very well defined and animated, and the backdrops are exquisitely designed, ranging from an Indian Palace and an Elizabethan dockyard to an oriental pagoda scene. Sound too, is more than adequate, with some great crunching and 'chomp chomp gulp!' effects when you pick up food, which just about make up for the lack of a decent soundtrack.

Unfortunately, spectacular graphics and sound doth not a game make, and it has to be said that *AAARGH!* falls down in the gameplay stakes. It's far too easy to complete. I've been playing it solidly for two days, and I've already beaten it. It's this easiness that has marred an otherwise brilliant game. What makes it worse is that this fault could have been rectified so easily, but it's been overlooked.

Gary Whitta



It's my egg!



Do the monster mash.

AAARGH! — DIGITAL POINTS DISPLAY

	1 2 3 4 5 6 7 8 9 10
VIDEO	8
AUDIO	6
TOUGHNESS	8
ENDURANCE	8
VFM	7

CU RATING 7

ON MAN

other to death through nuclear war. In control of the alliance is a huge mega-satellite that constantly monitors the state of the world, and in control of the satellite is you, the Armageddon Man, who has the job of keeping nuclear war at bay.

The game itself is totally icon controlled with four major options available, each represented by a small display on your master console. 'Information' gives you the low-down on the current state of the world, telling you who's got the most missiles, food and technology. Using this info you can pick out any potential troublemaking nations. The In and Out trays are used to communicate with the rest of the world. All of the 16 nations will write to you, and when you recieve a letter or memo, you are given a small list of options with which to reply. For example, when you are told that a Pakistani mob has attacked an American Embassy you can decide to be neutral, support the action or criticise it. Not exactly the Earth-shattering decisions I was expecting to make, but there you go.

The Out tray provides a small list of prepared letters that you can send to any country at any time, used to allocate food to starving nations and so on.

With the satellite option you can move your SDI satellites around the world to provide cover to countries that may be under threat. In the event of a war the satellites will knock out any missiles that come within range. You can also position your radio satellites over certain countries and spy on their radio transmissions. This brings me nicely on to the radio option.

The radio allows you to scan the airwaves for any important signals (I tried to pick up Simon Bates but was fortunate enough to fail). If in the course of scanning, you pick up a transmission, it's presented in scrambled form, and in order to read it you need to fiddle around with six toggles which, if set correctly, will decipher it. Not that it's really worth it, hardly any of the messages are of any real importance, or give any clues as to what's going on in the world below.

All this may sound like an interesting game, but unfortunately it isn't. There simply isn't enough interaction to get you really involved, and even when you do make seemingly important decisions, they hardly make any difference at all, and before you know it, nuclear war erupts for no reason and the game ends. These flaws are only partly made up for by the excellent bas-relief graphics and atmospheric sound effects. A game like this stands or falls on it's gameplay, and there isn't enough to let this compete with a game like *Balance Of Power*. Still, if you're a fan of world crises, you should enjoy this, for a short while at least.

Gary Whitta

ARMAGEDDON MAN — DIGITAL POINTS DISPLAY

	1 2 3 4 5 6 7 8 9 10
VIDEO	8
AUDIO	7
TOUGHNESS	8
ENDURANCE	6
VFM	5

CU RATING 6



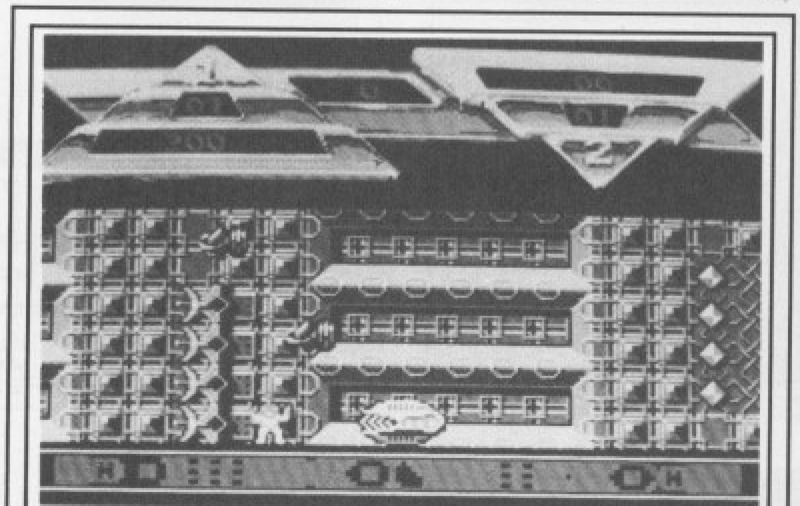
RETURN TO GENESIS

Firebird
Price: £19.95

The Genesis of the title is apparently some ultra secret project of the future. The year is 6600 (yawn) and the world's top 12 scientists have been cloned 50 times and distributed over 50 planets in an attempt to put a stop to all the nasty diseases that are infecting Earth. But just when things seemed to be working out, the evil Mechanauts came along, conquered the 50 planets and took the scientists on each one hostage. Your job, of course, is to get them back.

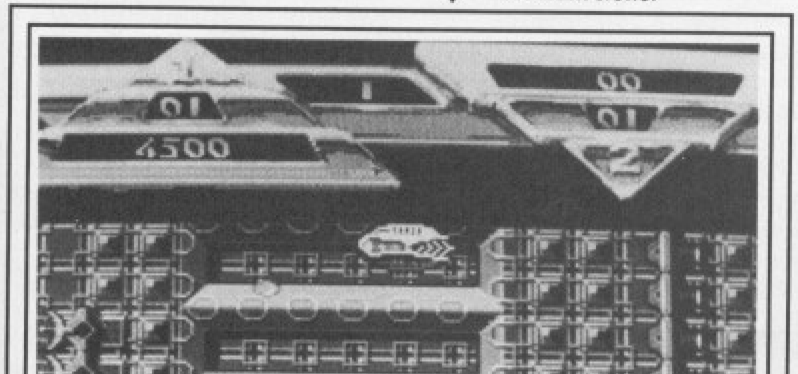
All this rather corny guff boils down to a strange mish-mash of ideas ripped off from *Uridium*. Each planet is represented as a long narrow vertically scrolling strip about 40 screens in length. At the start of each level your spacecraft is deposited at the far left-hand end of the planet and the object is to find the 12 scientists and rescue them. By skimming the surface from left to right, you'll come across a little guy in a white coat waving at you. By flying over him you can pick him up. Each scientist has a special project with him that can be used to upgrade your ship. Projects include shields, extra weapons and the ability to speed up your ship.

Not that it needs to be speeded up though. It's incredibly fast to begin with, and when you consider that inertia plays an important part, the ship is frustratingly difficult to control properly. In your first few games I can guarantee that you'll be bouncing off landscape features. And then, of course, there are the Mechanauts' fighters. What infuriated me about the alien ships is the way they lock on to you and hardly ever miss. They creep up behind you and blow you away before you get much chance to react. It's all very annoying.



▲ Saving a scientist.

▼ *RTG — another mediocre* Uridium *clone.*



Fortunately help is at hand. At the bottom of your screen is a radar scanner strip that shows the entire planet and highlights your position, any scientists on the level, and the position of any enemy ships, so if you're quick you can get yourself in line with the alien ship before it comes on screen and thus pump it full of lead before it can open fire.

If you manage to rescue (or alternatively shoot) all the scientists on the planet, the level closes down and you proceed to the next. Some of the later levels have been fiendishly designed and include coil-like tubes that must be flown through to rescue certain scientists. The problem here is that if a nasty alien matey zips down the same tube after you there is absolutely NOTHING you can do to get out of the way, as you can't move up or down.

Steve Bak and Pete Lyon, formerly responsible for *Goldrunner* and *Leatherneck* (reviewed this ish) have come up with a fairly neat shoot-em-up here. The graphics certainly are some of the prettiest ever for a game of this type, the only problem being that things can sometimes get a little confused because of the detailed scenery. Sonically, everything is fine and dandy, with a jolly Dave Whittaker tune, plenty of FX and some really great speech. In fact the only problem I found was that the gameplay area is far too narrow. At least a third of the screen has been taken by the flashy score display. It may look pretty, but I'm sure it could have been cut down to provide more manoeuvering space. It's this lack of space and the intelligence of the alien fighters that makes *Return to Genesis* rather too difficult to play. Nevertheless, if you're an experienced blaster, and are looking for something to provide a real challenge, or want a good *Uridium* clone, this could be for you.

Gary Whitta

AMIGA

RETURN TO GENESIS — DIGITAL POINTS DISPLAY

	1 2 3 4 5 6 7 8 9 10
Video	6
Audio	5
Toughness	9
Endurance	6
VFM	5

CU RATING

5

play TO WIN

It didn't take long for Psygnosis' game to rocket to the number one slot, but for those of you who have got Drak stuck somewhere inside that cruiser CU has put together a map and tips with the aid of Darren Baines, Graham Bartron and Alan Maudlin, collectively known as the Platignum Lads.

OBLITERATOR



KEY
1 SCUTTER SPLUTTER
2 SCUTTER
3 GREEN JOCKEY
4 BAZOOKA BILL
5 FLYING FLAMES
6 TRON TRACKER
7 SCOPIC GUN
8 SLIMER BIKE
10 FLYING BOX
11 SCOOTER RIDE
12 DEREK
13 CEILING WALKER
14 CAMOUFLAGE SAM
15 ROTATORS
16 THE CREEPER
17 THE BUG
18 TONKA TANK
19 TRI SPINNER
20 MOUNTED CREEPER
21 CENTAUR
22 BI-PED
23 TIE FIGHTER
24 THE EVEBOT
25 HELL'S ANGEL
26 ROBOT EYE
27 STRIPED SERPENT
28 HOVER POD
29 STUN SHOOTER
30 DEATH SPIKER
31 ALIEN APE
32 OVERHEAD
33 ROCATEER
34 HANGLIDER
35 CARROT LAUNCHER
36 THE ALIEN
37 HARDMAN HARRY
38 CRAB
39 ALIEN AND RIDER
40 KILLER CARROT

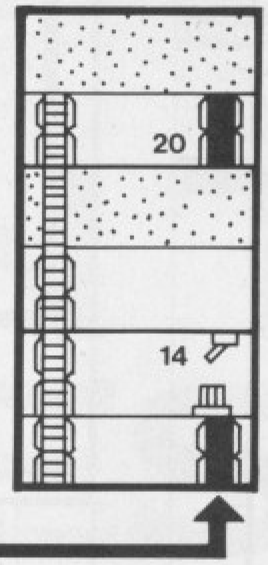
OBLITERATOR

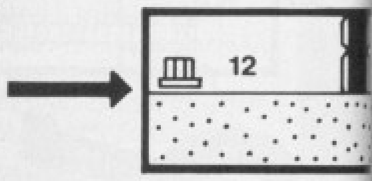
GENERAL TIPS

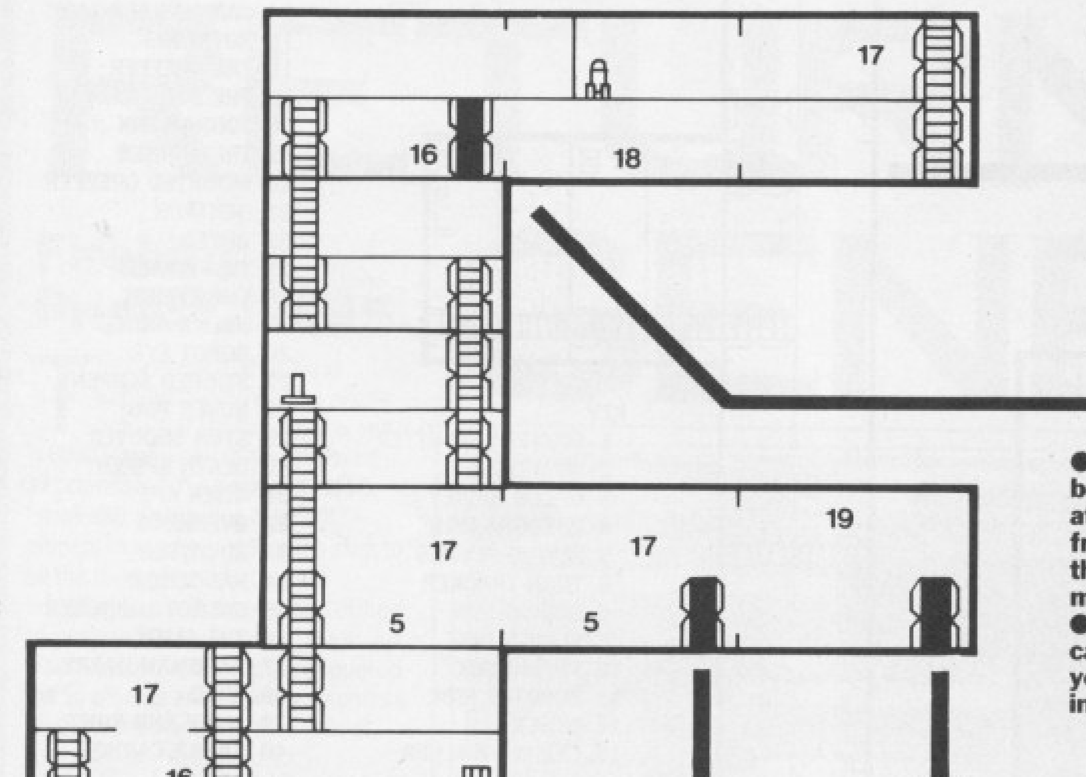
● Don't fall from any platform as it will end in death and end of the current game.

● Continually monitor ammunition levels. Don't let them fall too low as they can be difficult to replenish. Pick up all easily accessible ammunition only. Don't attempt anything that involves too high a risk.

● Continually monitor body shield level and as with ammunition don't let it get too low as the regenerators are quite scarce and spread well apart on different levels.





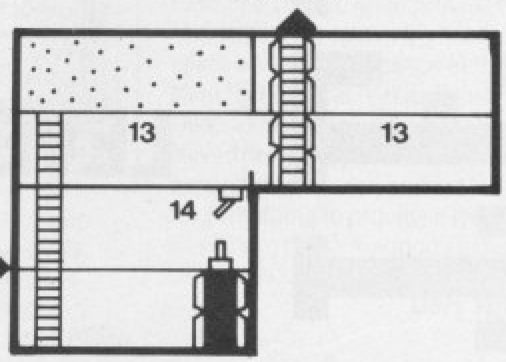


LEVEL 2

● When entering a screen have the cursor in between the attack and defend icons so immediate action can be taken without taking your eyes from the screen looking for the icon needed. All that is necessary using this method is a little movement to the left or right.

● All the aliens can be passed and this method can be used throughout the game. Occassionally you will be caught by the aliens' trailing fire which in turn can lead to your death.

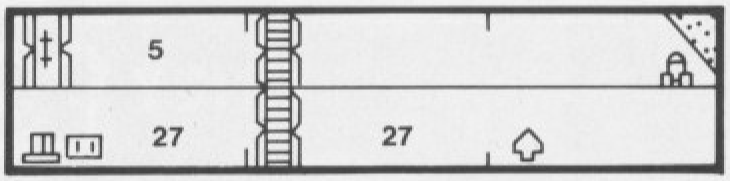
LEVEL 3

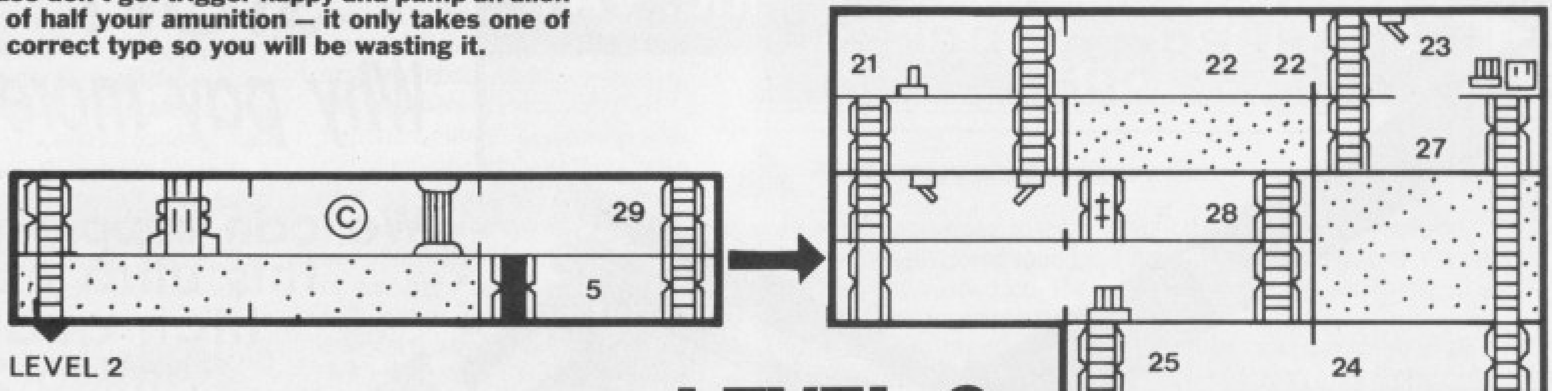


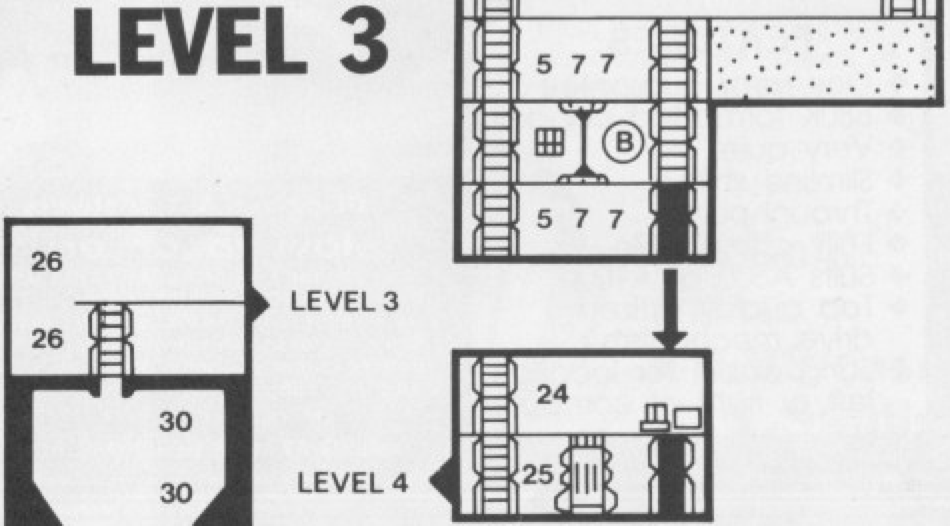
● Activate the Plasma Engine Drive last as it is nearer the shuttle than all the other components so on completion of the game you will be left with a larger score. Once this has been activated be very careful as at times the smallest thing will kill you outright when previously it did very little to you. The place to return to is a red glowing rhombus and the depression of the far right icon is necessary whilst standing next to this object for completion of the game.

● Once you start getting somewhere the save game option looks very tempting and in the almighty excitement you may save the game erasing the previous one, which may seem better than it is. Your ammunition levels and body shield levels may be very low and saving the game also saves these so if you constantly check these levels so that you know roughly what you have and can decide straight away whether to save or not. If the levels are low you may not be able to get much further into the game from the saved position and have to start from the beginning again which would be quite a substantial waste.

● Okay, please don't take this the wrong way but if aliens are right on top of you (cue rowdy bunch of yobbos at the back), use the attack icon as opposed to the more accurate right-hand mouse button method. Not only is it quicker but it's right next to the defend icon so should the aliens get a shot in you can react immediately with your lightning (?) reflexes. By the way, please don't get trigger happy and pump an alien full of half your amunition — it only takes one of the correct type so you will be wasting it.







● Along the way you will encounter a few problem screens, these are marked A-E on the map:

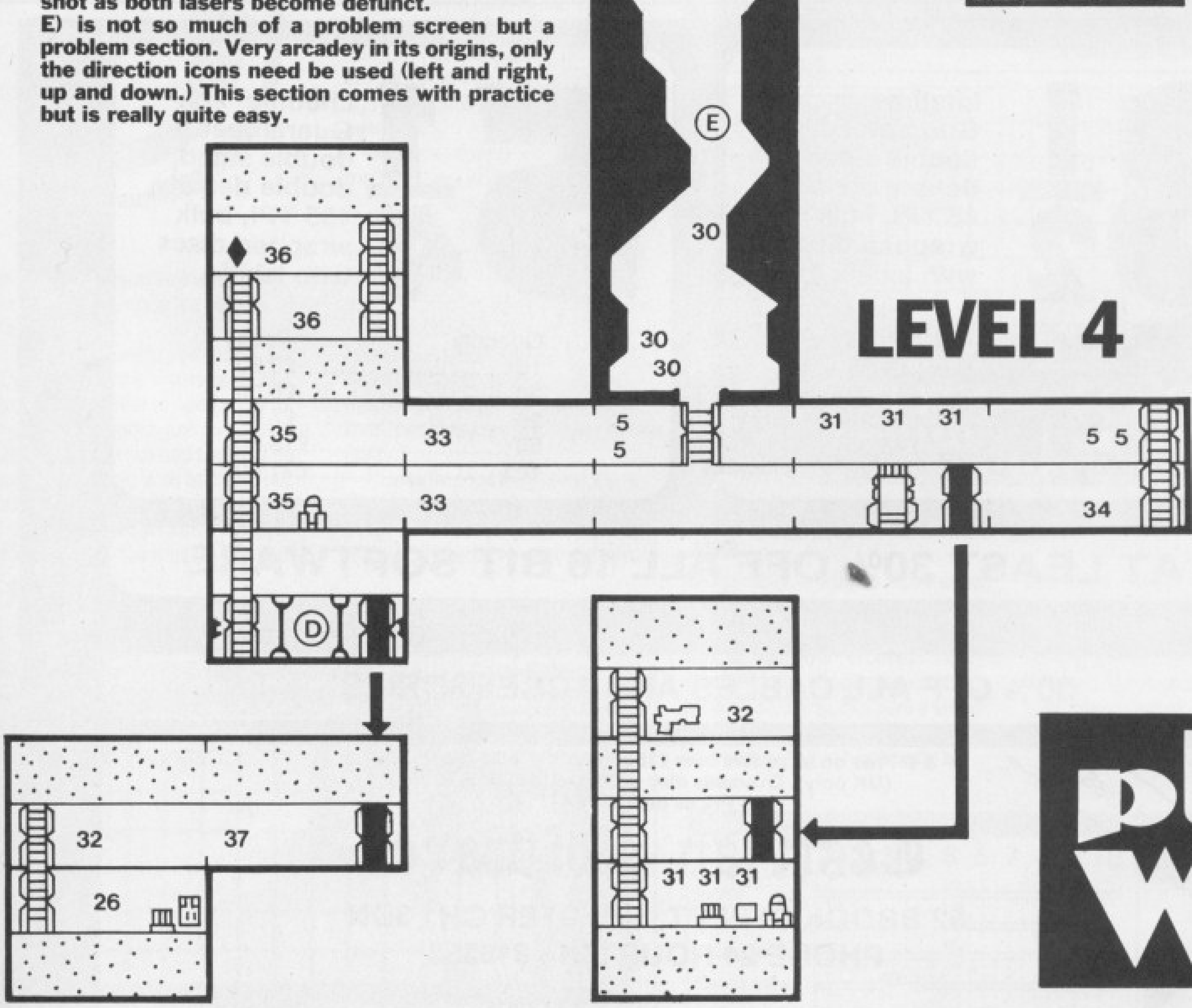
A) On the screen there are four lasers. These can be avoided without loss of energy and pose no problem whatsoever!

B) You come up against an invisible forcefield here. To get past this, using the pistol, fire at the box on the left of the screen. It is wall mounted.

C) Using the big blaster only, this wall must be blown away to access the next screen.

D) On this screen you can become trapped by two lasers. If this happens, which it will, shoot directly at the thingies on the extreme left or right of the screen. Only one of these need be shot as both lasers become defunct.

E) is not so much of a problem screen but a problem section. Very arcadey in its origins, only the direction icons need be used (left and right, up and down.) This section comes with practice but is really quite easy.



play TO WIN

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SHACKLED

US Gold
Price:
£9.99/cass
£11.99/disk

As Buzz noted last month, *Shackled* was not exactly a smash hit for Data East in the arcades. And, unless I'm very mistaken, it's not going to be huge in the home market either. Not unless, that is, the demand for very inferior sub-*Gauntlet* clones with unforgivably poor graphics and unbelieveably dull gameplay is much greater than I think it is.

The scenario in *Shackled* is simple enough: you, and an optional mate, play two small blob-like fellows entrusted with the task of rescuing more of your blob-like friends from a maze-like dungeon complex full of blob-like guards. If you're in one-player mode, you're a brown blob, in two-player mode the second hero is a green blob.

The dungeons are full of cells. Despite what the instructions say, you don't appear to need a key to open all the doors, just some of 'em. The passageways and some of the cells are packed with baddies, but in a few reside your imprisoned mates.

You've got some kind of weapon to blow away the nasties, some of whom throw hatchets and such like at you, others going in for hand-to-hand combat.

You start out with your health counter at 1000 and counting down. Getting hit or, particularly, getting involved in close quarters fighting speeds up your rate of decay. You can add to the counter by picking up icons left behind by dead guards or scattered about the play area. Perhaps there are some very important differences between the different icons left behind and their effects on your health and welfare but they were so appallingly badly and indistinctly drawn that there's no real way of telling (the instructions, incidentally, don't even attempt to identify what kind of "items" these might be: the person responsible for writing them was obviously too bored to attempt even the most basic Dungeons 'n' Dragons-style guff standard in this kind of game's accompanying bumpf). There are also keys scattered here and there to enable you to get through whichever doors need 'em.

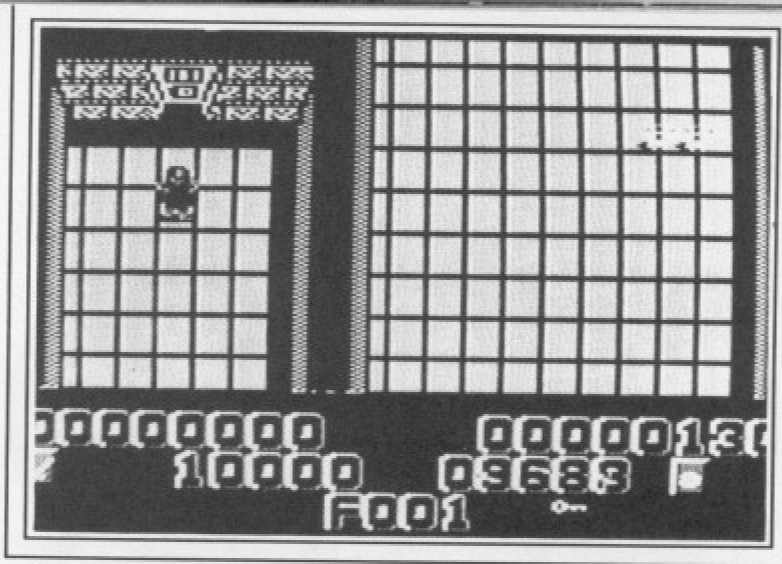
Once you release an imprisoned mate, he tags along behind you, and you find your fire power is increased by his mysterious special power. Once you've collected a couple of these lads, you lead them to a door marked "out" to go to the next level.

That's basically it. There are occasional larger guards who are more difficult to destroy, and the mazes vary (slightly) from level to level, but these are just minor details really.

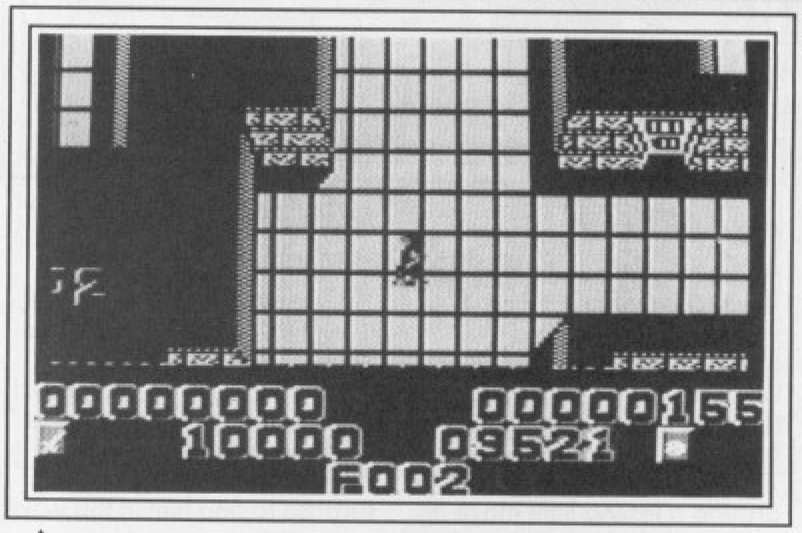
The really appalling thing about *Shackled* is that whoever programmed it quite clearly wasn't really bothered. Everything, from the jobsworth instructions, to the truly crummy graphics and sound, smacks of a cheap, rushed job. The characters being rescued and the rescuers themselves are often the same colour, leading to confusion as to which blob you are, a confusion not helped by the fact that in close combat situations you are often, inexplicably, unable to move away in any direction for several seconds. In the arcade game, dull though it was, at least your rescuees followed you faithfully, winding around corners after you, but here a sharp turn will leave your newly freed companion trying hopelessly to walk through a wall as you leave him behind. I could go on for several more paragraphs, but I think you get the idea.

Perhaps most damningly of all, *Shackled* doesn't even provide any serious challenge. According top the instructions there are 100 levels: on my first attempt, I got through nine, and that's without even knowing what I was doing. At the end of each level a message comes up over the bold(s) you've just rescued: "Free from the shackles at last". And as I type this sentence, I know just how little blob feels.

Nick Kelly

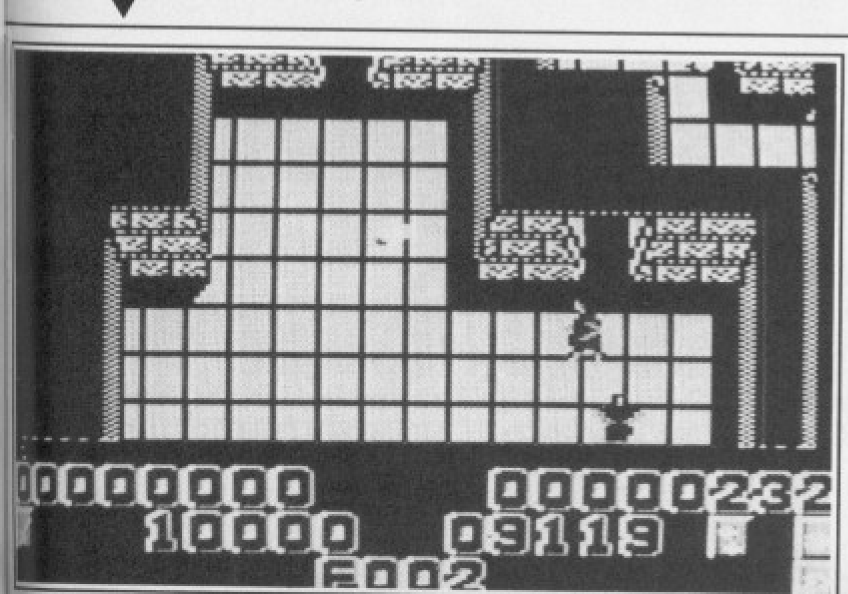


▲ ***A blob wonders whether to open a door.***



▲ ***A blob ponders the futility of his existence.***

▼ ***A blob frees a companion blob.***



SHACKLED — *DIGITAL POINTS DISPLAY*

1 2 3 4 5 6 7 8 9 10

VIDEO
AUDIO
TOUGHNESS
ENDURANCE
VFM

CU RATING

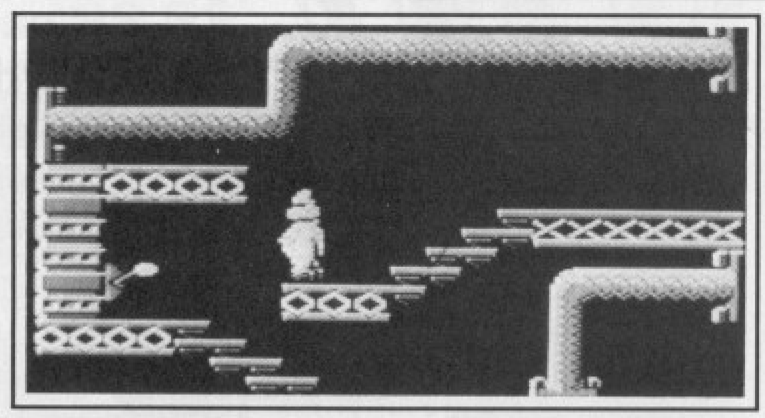
4

CHEAPO ROUND-UP

I-XERA
Powerhouse

And I expect better than this from even the cheapest of cheapos. "Enter a soap factory . . . to find the logo which fell from the Empire's flagship." In other words tour dozens of identical looking screens shooting flying objects. **(3)**

I-Xera

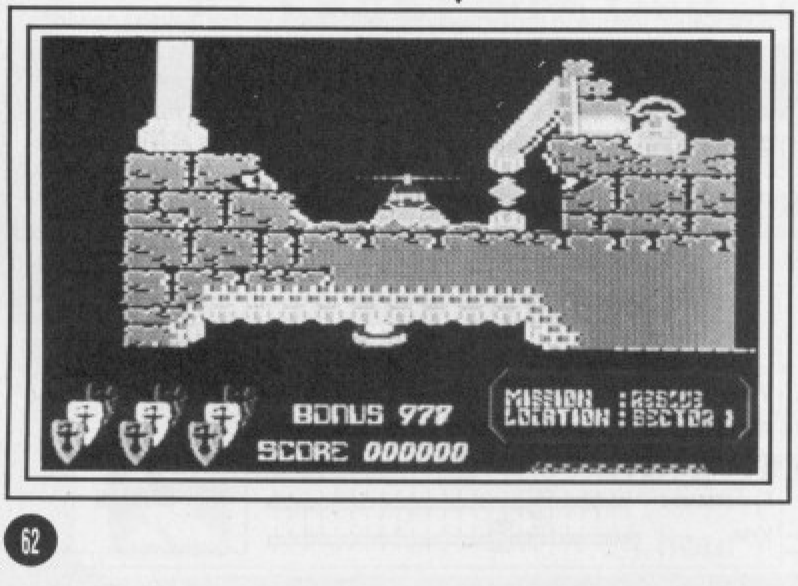


AIRWOLF
Encore

The second offering from Elite's new budget range is a title almost as old as themselves. It was also a lorra fun, causing the then CU Crew much anguish.

The idea is to fly a helicopter around a testing little maze (it really isn't that huge on locations, rescuing some of those ubiquitous little scientists who are always getting themselves into trouble. Bumping into walls and being shot by missiles causes your shields to disappear at an alarming rate. A tough challenge and good value at this price. **(8)**

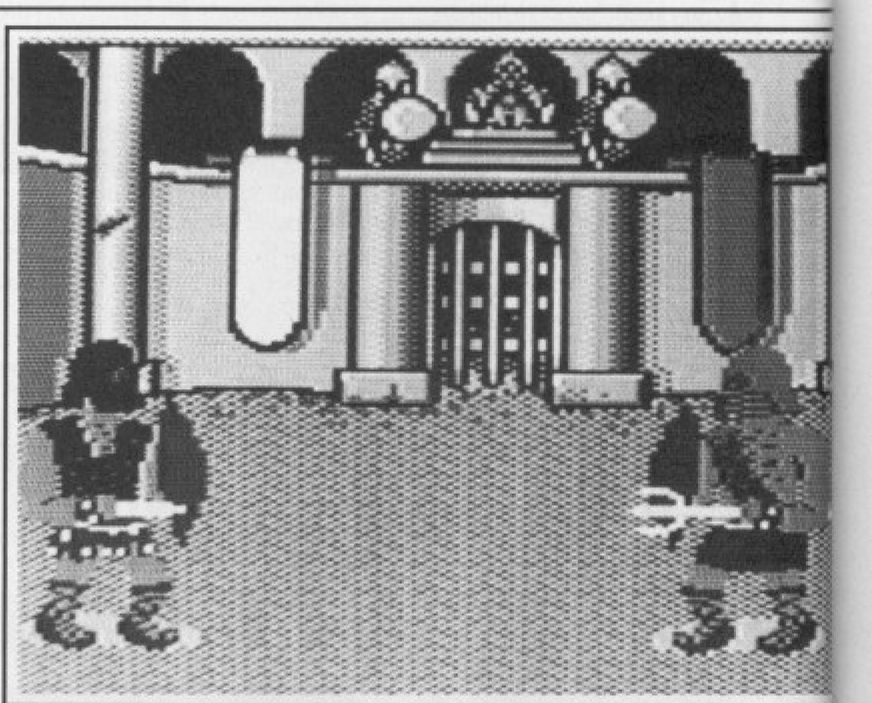
Airwolf



SWORD SLAYER
Players

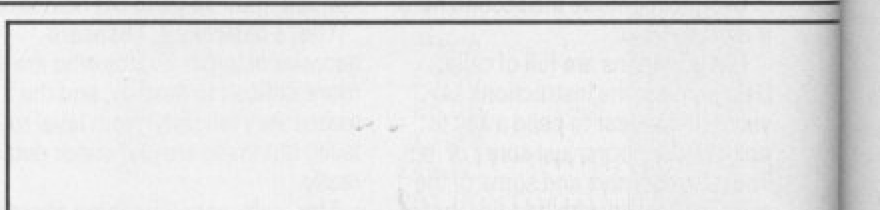
"Taken into slavery as a child, his parents slaughtered by the Romans, Spartacus was destined to beome (*sic*) one of the famous heroes of all time." And with a history like that it doesn't come as any great surprise to find him in this weak excuse for a beat 'em up. *Sword Slayer* features "2 player action" and "giant graphics" complemented by pitiful sound and plenty of slow, dreary fighting action. The vile icing on this stale cake is the multi-load, although to be fair it isn't as off-putting as much as the game itself. **(3)**

Sword Slayer



BEACH-HEAD
Americana

There was a time, a couple of years back, when you couldn't move for *Beach-Head* clones. It was the game that put American software house Access on the map. Basically *Beach-Head* is four highly playable and entertaining mini-games rolled into one. In the first section you shoot down dive-bombing aircraft from a ship. Then you move on to singing enemy ships before taking over control of a tank in a sort of Zaxxonesque battle on the island of Kuhn-Lin. There's also a secret passage which, when you find it involves you in a bit of dodging and weaving through a minefield. Of course it's dated, but it is a classic and still remains great fun to play, thoug god knows why. Rerelease of the month. **(8)**



Beach-Head

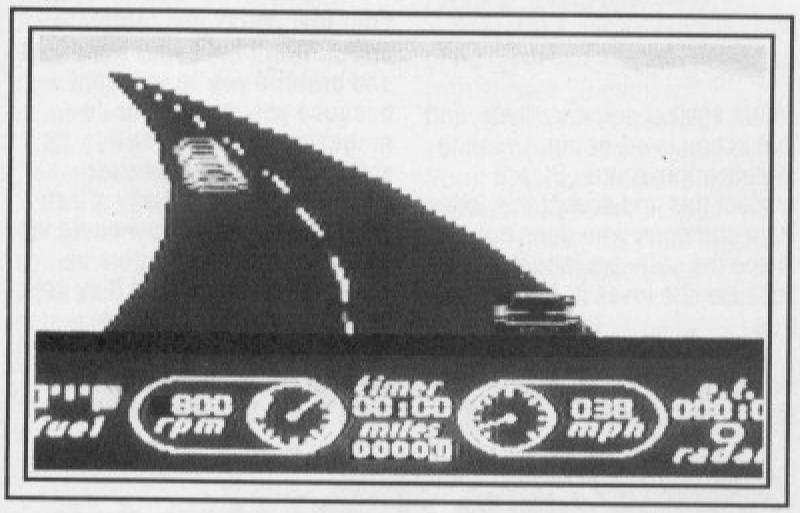
AMERICAN ROAD RACE
Silverbird

When it was first released about three years ago Activision's stab at recreating the feel of a road movie (anyone seen Vanishing Point?) carried probably the longest title in gaming history *The Great American Cross-Country Road Race*. Bit of a mouthful really. The game, unsurprisingly, is a bit dated. Having said that it holds more

appeal than some more recent racing releases that we could mention. Select from four possible cross-country routes from the West Coast to the East and simply belt along avoiding bad weather, dodgy roads, police, wayward trucks and running our of petrol.

You could do a lot worse if you fancy a quick tour of America's freeways. **(6)**

▼ **American Road Race**



NIGHT RACER
Mastertronic

Night Racer bears an irritating and unattributable similarity to Epyx's *Hang On* rip-off, *Super Cycle*, albeit with less scenery. In fact, the high-speed racing action is set against a very simplistic, but quite effective night scene. There's a healthy feeling of speed as you zip around the samey tracks, performing silky smooth gear changes while negotiating tight bands. Anyroad, *Night Racer* offers adequate entertainment for the price, although don't expect anything overly time consuming. **(6)**

Gary Smith, winner of the CU chance to be reviewer compo has been dismantling *Droids*.

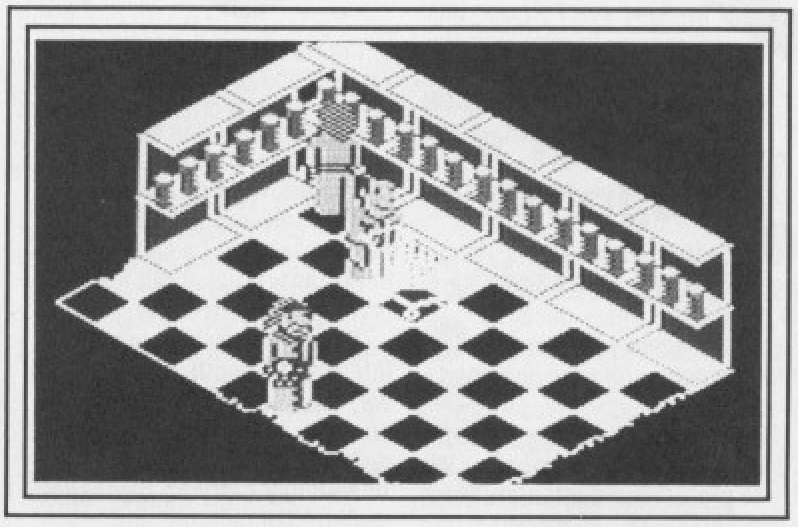
DROIDS
MAD

Despite its name, and the resemblance it bears to Ultimate's *Entombed* there's nothing very enjoyable about this licence.

You control C-3PO (with R2-D2 dragging along as usual) and have to work your way through eight rather dull levels of play, entry to which is gained by playing a sort of Pocket Simon type game.

Any icon driven game is slow, but trying to move C-3PO out of the way of an approaching droid is agonising. Graphics of minimal quality and abysmal sound make this a waste of £3. Use thew force to give this a swerve . . . **(4)**

▼ **Super Trolley**



SUPER TROLLEY
Mastertronic

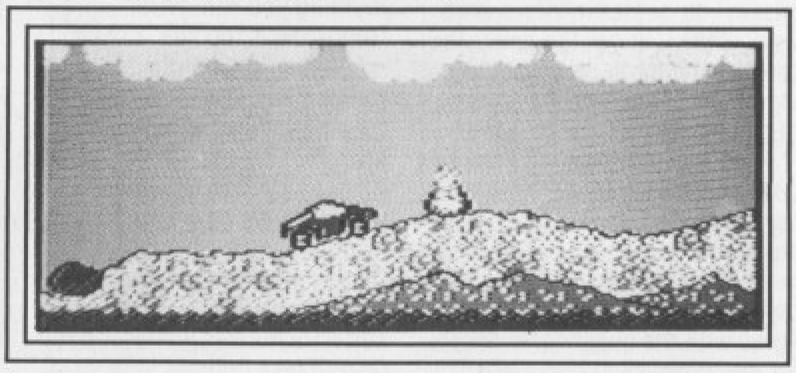
Avid readers of Buzz will know that this is the game that dear old, white-haired, doesn't-he-do-a-lot-for-charity, Jimmy Saville, fixed it for a young lad to have programmed and marketed.

Gameplay consists of filling holes and pushing a trolley around in an effort to find promotion in a hypermarket. I'm sorry to say the concept isn't very exciting – shopping in Tesco's rarely is – and nor is the game. . . **(4)**

BEACH BUGGY SIMULATOR
Silverbird

If these are the kind of beaches I had to drive my beach buggy around I'd stick to the M25. This is another, very average dose of Jeep style gameplay with you controlling a fairly bland buggy wazzing over the dunes avoiding rocks and trying not to be blown up by roving helicopter gunships. **(5)**

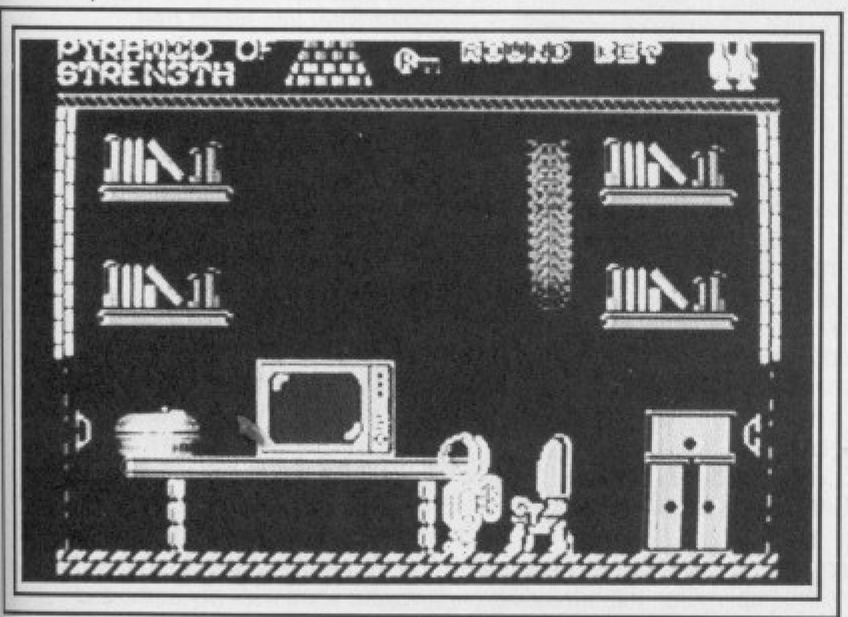
▼ **Beach Buggy Simulator**



METROPOLIS
Power House

Mikro-Gen's *Pyjamarama* turned out to be a prime source of inspiration when it first saw the light of day over four years ago. Subsequent sequels never managed to capture the flavour of the unique arcade adventure action in quite the same way, and neither did any of the 'tributes'. And that includes *Metropolis*, although it must be said it's very, very similar to *Pyjamarama*. But this is no bad thing. If *Pyjamarama* appealed all those years ago, then guiding Moonboots the lunar explorer through the many rooms of Metropolis should prove a birrova laff. **(7)**

▼ **Metropolis**



CHEAPO ROUND-UP

Letters

Retailer's response

● Your articles on piracy are interesting. Especially interesting to people like me – decent, honest retailers who want to provide good software at a good price.

We reject many a title offered us because of its poor quality. We try to protect our customers from spending their hard-earned money on a load of poorly written, rushed and "not worth the tape/disk it's written on" software by offering demonstration facilities in our shop. But what is happening now? Fantastic software is being written, but the thieves (please call, a spade a spade and not dress despicable people with the cloak of "swashbuckling" respectability by calling them pirates) do not leave this superb work alone. Oh no, the better the product the more they want to get their sticky hands on it and blow it to pieces.

Mike Pattenden says he tracked down a dozen in this country – may I ask if he has done anything about bringing these people to justice? In response to the comment that hackers do not agree with the quality of software for the price asked may I ask why they think they are better reviewers than the general public? It has been my experience (in approx 5 years of trading) that the dedicated games player reads magazines, knows the names of decent software houses, and therefore rejects sub-standard software. No argument really exists regarding price vs. quality in our shop — people try the software for as long as possible to ensure they go out with what they came in for – a great piece of software.

What argument therefore are we left with since we have shattered the pricing and the quality aspect? only one – EGO. Here I give in. I cannot fight that argument. Only one comment I would make, to me the word ego means showing off, making oneself self-important. O.K. so hackers want to be self-important. What about the damage they are doing?

After only a few days of intensive in-depth investigation we, like Mike Pattenden, have come up with hackers groups, dishonest dealers, magazines unwittingly carrying messages saying "contact me" and messages from hackers to each other embedded in commercial software without the software house's known.

We are going to protect our living and our hard work by asking other honest retailers to get together, forget fair competition between themselves and deal with the unfair competition from the thieves. Report to Bob Hey, FAST, anything you can. NOW. Tomorrow is too late. I say to retailers deal with the local problem youselves and get together to deal with the national problem. We cannot let them win. Advise software houses and distributors that you know when a product has been hacked. Distributors will then not buy in such large quantities and so software houses will have to sit up and take notice.

We spoke to one software house about a superb game that had been hacked prior to release – the answer from the PR department was "We are sorry, but we cannot control outside forces, please provide evidence". The force was not outside, we provided evidence that the force was inside and the second time we rang it was not to PR but the Chief Executive. THAT IS THE WAY TO BEAT THIEVES — they had to leave their signature at the scene of the crime because of their large ego. I know the software house is taking action – I only hope the punishment befits the crime.

Because I have begun to take action against software theft, and that action is on-going, I wish to remain anonymous. Please respect this and accept this letter from someone who does not wish to see the software industry die because she loves it. Simple but true.

Boadicea,
North of Watford

P.S. May I add Bob Hey is being infromed step-by-step of the action we take.

CU has no intention of bringing hackers to justice. We are not a law enforcement agency. The article(s) on piracy were written objectively. If it had been clear I was producing a dossier I would have got no co-operation from any of the people involved. It is up to others, like FAST, like the police, like yourself to take action. Others prefer not to – like Mr Turbo Cracker below.

Hacker

● I am a cracker, and I write this letter to you because I want to tell you about crackers, and my opinion on the subject.

1. Because we see all attempts on protecting programs as challenges. Y'see, this feeling you get when you've cracked a game with a good protection is terrific.
2. To save money. Speaking for myself I couldn't buy as many games as I've got, even if they were priced beneath a quid each.
3. To get friends who like programming as much as ourselves. The friendship among crackers is unique. (Except SCA and Byte Bandit who are virus makers).
4. To develop our programming techniques.
5. To be better at English, German, and other languages.

You shouldn't give the crackers, I mean real crackers, all responsibility for the spreading of illegal programs. As most of the copies around are copies given from a friend to a friend (because of cartridges), not from a cracker to the rest of the world.

And how do you think the crackers get the originals so early? I'll tell you now: Often it is a reviewer in a magazine (e.g. Commodore User), who know some guy who's paying good money for an early "look" at the program, so . . .
U, Split Personalities

Your last points are complete drivel. Don't hold your hands up and pretend you're innocent because you're not. Nor do magazine reviewers sell software. No-one has ever approached us, and any offer would be refused. How could we expect companies to give us pre-production disks if they kept appearing on the hacking circuit? With fingerprinting a version could easily be traced back to us! Bet you feel stupid now . . .

Rastan fan

● I loved your review of *Rastan Saga*, but I thought the sprite of Rastan was quite good, I played it in the arcades and he looks nearly the same apart from the face which is blank (probably to match his brain), so I'm getting it with my subscription.

Also on the April issue, you dedicated the front cover to *Target Renegade*, while we were never warned in Buzz. How come? Oh, and the guy who writes Softspeak an' all that is great. Finally, where's Hotshots?
E. Bennett
Tralee,
Co. Kerry,
Ireland

Target Renegade was fixed up at short notice. It was so good it had to go on the front cover. Hotshots has retired, but who knows what you might find lurking on the back page . . .

A day in the life

● I've just finished reading your article on piracy, well I've got something to tell you about.

I regularly receive originals from software shops free, to crack and train, with knowledge of the software shop. I'm from an all Swedish group called Front, but I live here in England, and write demos and crack games.

I'm a regular visitor to the software shop near my home and

for a couple of demos by myself or any others I've got, I receive back-ups of originals. My last crack (10-5-88) was *Karnov*, also this was 'trained' so you had the option of infinite lives/time.

My software collection has greatly increased from June 1987 from 100 to over 1,000, and I usually recieve at least 30 games in one week. A typical day of mine is as follows. (Being on the dole also helps).

8.00 am: Get up, check mail (usually at least 3-7 packages). Read letters, load up stuff.
11.00 am: Go to shop, see what's new, if anything, copy some demos, swap with games.
1.30 pm: Stop to watch Neighbours (what else).
2.00 pm: Either crack a game, or start coding latest demo, or rip some music-digi for latest demo.
6.00 pm: Answer phone, talk to contact in America for 1 hour (12.00 pm American time), because it's their lunch break.
7.00 pm: Start compacting demo/game using our latest CHAR packer/zip packer, also add intro.
9.00 pm: Finished Crunching, new most compact on market, test game, copy disks with latest cracked game, or latest demo.
11.00 pm: Parcel up bundles of disks, use re-usable stamps (plastic coated).
11.30 pm: Take dogs for a walk, post letters in post box.
11.45 pm: Go to bed.
(*What a boring day! — Ed*)

Yesterday, I received a parcel of no less than 22 disks, filled up with at least 20 games.

I've been on at least 30 conferences, including people from: America, England, Sweden, Norway, Australia, Turkey, Germany, Denmark and France. All at once, we exchange addresses, ideas, routines, etc and all for free.

You also say about new games being cracked and don't know how they get cut. Well one route is the Commodore Show. Things go missing, I walked off with over 200 disks last year, 20 of them the latest demo games of that time.

This week, I've been invited to no less than 5 copy parties in Denmark, Germany and Sweden, and I'll probably attend all of them.

But in June till July a few of my contacts will come to England, thus putting demo writing and cracking games, into a higher gear.

Then in September, at the Jean Michel Jarre concert, I've arranged a get together of about 75 computer hackers, from all over the world. But you won't find us, we'll be fully aware of people trying to catch us.

While at the concert we'll exchange programs, games, useful addresses, useful bulletin board numbers, etc.



We in Front have our own board, but we can't publish the number, because we'll get caught. But just remember, if a hacker get's caught, more people spring up in his place. (*Are you talking about hackers or Solidarity? Ed*)

You can't stop piracy, it's a fact of life.
Turbo Cracker — 1987
Front,
Hampshire

You people have such an inflated view of your own importance.
What a life! We'd hate to get stuck in a lift with you. Do something useful — hire yourself out to insomniacs.

Golden oldies

● CU's OK, but that's as far as it goes until you do something a bit more original than giving Ricochet games good reviews.

I have an idea that could be beneficial to both software houses and home computer user. I bought *Colossus Chess* and inside the usual packaging was a card for ideas to improve the game. I replied with the idea of having a horizontal and diagonal view of the board. Now I can't be the only one who thought of that, but some months later a version appeared with those improvements and a few more.

The industry has enough programmers on their books and they being stuck for new, original games, never mind ideas, could give the user an incentive to think up new concepts by giving them a small fee, or a credit and a box of software for supplying the idea! I'm sure there are plenty of people who could think up some excellent games that would put all our 64s to a better use than zapping aliens and the like for 52 weeks of the year.

The slitherers who sit biting their nails after crawling to the mag would be put to better use writing to software houses. So all you brown fingers, drop your Thesaurus of self degradation and join the campaign to get something back off the software houses. Come on CU, talk to the big boys for us. Until then bright sparks, write down your ideas and keep them to yourself until it pays to part with them!
Mr Billious,
Weston Coyney,
Staffs

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INTO THE VALLEY

by Keith Campbell

UNINVITED

Mirrorsoft/ Icom Simulations Amiga Price: £24.99 64 (coming soon)

It's a stormy night, and you are out for a drive with your kid brother. Suddenly a strange figure appears in the middle of the road, vanishing again just as swiftly. But already you have reacted, and your car swerves out of control, and wraps itself round a handy tree.

Clambering from the wreckage, you find yourself outside a forbidding mansion, with lightning and thunder crashing above. Of your brother, there is no sign. Assuming he has taken shelter from the storm, you open the front door to a loud creaking sound, and enter the mansion. The door slams shut behind you — you are locked in.

The atmosphere inside the house is disturbing, and so you lose no time, and head off towards the corridor in search of your brother. There are four doors and a staircase leading off, and you are just deciding which route to try first, when suddenly . . .

Here is a tale of ghosties and demons. The rambling house holds many bizarre secrets, and the grounds outside seem just as strange. In the garden is a chapel guarded by fierce dogs, and a Magisterium, entry into which seems to be something to do with a pentagram. Now who would want to guard a chapel? Meanwhile, back indoors there's something pretty nasty going on up in the attic.

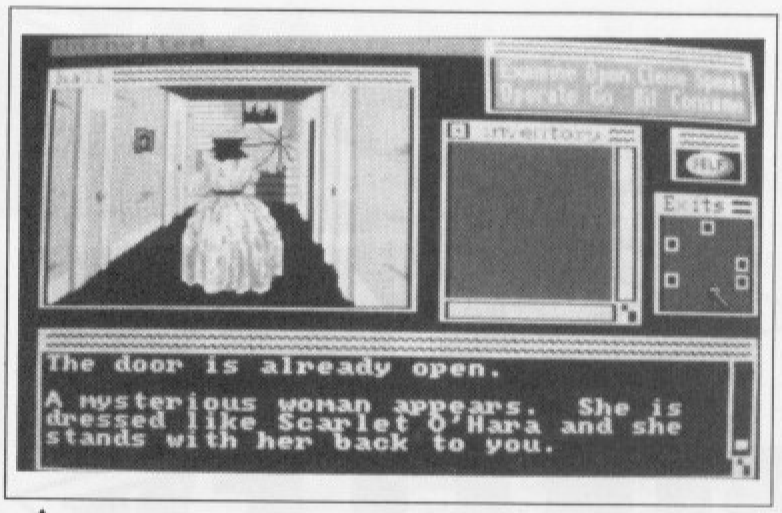
Each room is illustrated with a picture that occupies about one quarter of the screen area, but the detail is so fine that its size does not detract from the game. The pictures reflect the state of play, so, for example, when a door is opened it is shown open. In addition, there is a certain amount of animation, and the sound effects of the storm, the baying of killer dogs, and various other chilling noises in the mansion combine with the graphics to make a very atmospheric game.

Although there is a text commentary on the action, and text replies to actions such as EXAMINE, the player is not able to type a single word from the keyboard, except following the command SPEAK, and for SAVE GAME filenames. The commands are issued through a mere eight verb icons: EXAMINE, OPEN, CLOSE, SPEAK, OPERATE, GO, HIT, and CONSUME. To play the game, you just sit back and operate the mouse. Select OPEN and point at a door in the picture, and providing it is not locked, the door will open.

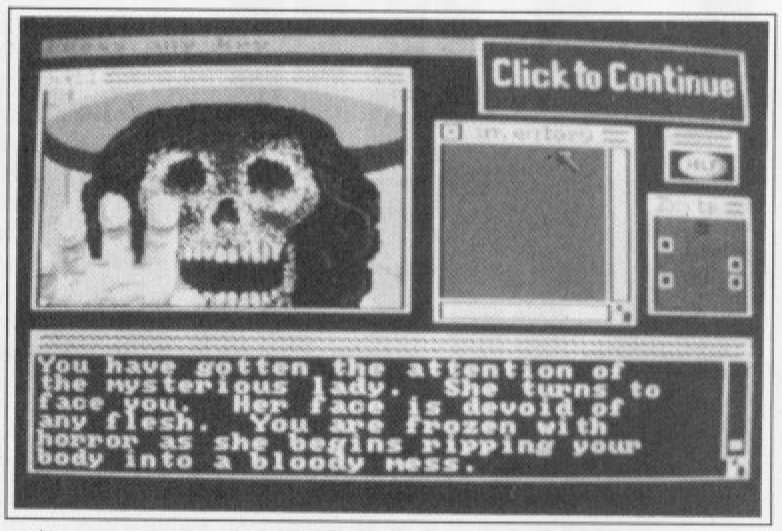
Taking and dropping objects is carried out literally. The mouse button is held down when the arrow is on the object, which is simply dragged out of the picture window into the Inventory window, when releasing the button deposits the object. More complex actions not covered by the verb icons, are achieved with an OPERATE, a key in the *Inventory* window, and a door in the picture. It is surprising how many different commands can be built up in this way, although of course, it is a far cry from the subtlety that comes with a sophisticated parser.

Opening containers causes contents windows to open on the screen, and these, like the *Inventory* and *Text* windows, can be moved around, sized, and scrolled. I went mad in the kitchen and opened all the cabinets and the cooker, ending up with about ten extra windows layed over each other on the screen.

If you want a change from hacking away at a keyboard, then sit back with a mouse, and try this highly atmospheric and suspenseful adventure. There's a lot packed into *Uninvited*, but it costs a pretty sum, too. At £25, I would have expected at least a free hint-sheet service, instead of a $5 charge. I feel £15 for the package would have been a more realistic price — and the price level at which I would have given this adventure a top Value rating.



What Rhett Butler saw?



A guest disposed of.

GRAPHICS	**— 10**
PUZZLEABILITY	**— 8**
PLAYABILITY	**— 8**
VALUE	**— 7**

INTO THE VALLEY

by Keith Campbell

STAR WRECK

Alternative Software 64 Price: £1.99 cass

As its name suggests, this is a Star Trek spoof, and was originally released for the Amstrad some nine months ago. You play the part of James T Cake, captain of the Star Ship Paralysed. Heading for the planet Dandrox, you are carrying a cargo of Trell and Rigellian Slime Beasts to the research station on the planet Dandrox.

Whilst Slime Beasts might be reminiscent of Scott Adams' Strange Odyssey, unfortunately the game as a whole is not, proving that it's not the advances in hardware and software that make a classic adventure — it's the plot and text that count.

The starship has a lot of locations to explore, but many of them are 'empty', and described simply as Crew Deck Section No. whatever. With cloned GAC graphics to accompany them, they become a bore to explore, relieved only by the cabins of your crew, Zulu, Checkout, Spark, and Lieu Yahoo. Ha ha!

I found the whole thing extremely uninspired, and also incredibly slow. The text is fairly short and to the point, but the time taken to retrieve it made me glance at the disk drive — I could not believe an in-memory game could take so long to respond.

Whilst some budget games are real gems for their price (see *Wiz Biz* by the same author) this is not one of them.

GRAPHICS — 5
PUZZLEABILITY — 5
PLAYABILITY — 5
VALUE — 6

WIZBIZ

Alternative Software 64 Price: £1.99 cass

The previous evening's boozing with your fellow wizards, down at the Duck and Plunger, did not do you an awful lot of good. 'Specially when you showed off by turning Mike into a pink spotted Salamader. When you eventually recovered the next morning, you found yourself locked up in his dungeon, your magic powers having almost faded away. To escape from his castle, you'll need help from your familiar, but for the life of you, you can't remember the damn thing's name, to summon it.

This is the first problem you come up against in a humorous, tongue-in-cheek adventure, written by C.A. Sharpe. Ol' C.A. has written an adventure or two before, and let it be said that this is the first of his efforts that I have found interesting enough to play, enjoy, even, for any length of time.

Escaping from the dungeon, you find yourself wandering around the wizard's castle. Here, a number of mundane objects are scattered around. The close proximity of sausages, a frying pan, a bread roll, and a pot of mustard, does seem to suggest something akin to the culinary solutions found in a Peter Torrence adventure. Remember cooking a pancake to blind a camera in *Seabase Delta*? And sticking pieces of map together with yoghurt and toast scrapings, in *Subsunk*?! Could CAS actually be PT in disguise?

The adventure, although not credited as such, is GACked — or if not, C.A. Sharpe has certainly come up with an adventure system that does a remarkable impression. The graphics are typical of GAC ('passable' is about the only word that comes to mind) and the input required is mainly two word commands.

Many of the replies are humorous "I'm getting pig sick of this, master," says your familiar when progress grinds to a halt) but some could be a little more helpful. The text, when there is a longer reply than will fit beneath the picture, does not fully scroll to the top line when called to continue, making it a little tiresome reading on from where you left off.

Other than that, this is an excellent little budget adventure, that should give much amusement and frustration. A free hint sheet is available from Alternative should you really get stuck, making the package a bargain for a mere £1.99.

GRAPHICS — 6
PUZZLEABILITY — 7
PLAYABILITY — 8
VALUE — 9

ADVENTURE

Help this month came from: Mark Tormody, Nottingham; and Stookie, Cardiff.

FRANKENSTEIN:
Route through tunnels: N,N,W,S. Then cut ice with pick, go up, and repeat a couple of times taking a rest now and again. Find a painful cure for an infection on the sea shore.

WOLFMAN:
Cut a hole in the crust, and then strike a light! When the bloom has turned blue, smell it.

WORM IN PARADISE:
A dagget's nose near socialist wallpaper should help towards a cruise on the river.

GUILD OF THIEVES:
Use mirror to melt wax.

RIGEL'S REVENGE:
The sniper will kill you unless you duck below the bullets, and then escape out the back.

JINXTER:
Jannedor will look ashen when you finally trap her!

LURKING HORROR:
You DO need something the urchin is carrying.

CIRCUS:
If you can't open it, try kicking it! If that won't do the trick, use an iron bar!

CLUES

CAMPBELL'S COMMENT

Computer magazines can ruin your health, as this reader discovered to the cost of his friend's . . .

★ Through reading your column, my friend and I found out about groups which run 'live' adventure clubs, where people dress up and fight each other with swords in a mock castle. So we decided to join such a group.

When we got there, we got dressed up ready for an exciting adventure. Unfortunately I didn't realise the fight scenes weren't real, and that you were only meant to act. Imagine my friend's surprise when I attacked him with my sword, cleaving his head clean off his shoulders, and killing him instantly.

Luckily, we both saw the funny side.
Roger Mellie.

Campbell's Comment: What a sport! One thing I can't abide is a bad loser. Main thing is, though, did you manage to complete the adventure?

Now for a look at the computer games scene in Poland:

★ Here it is nearly impossible to buy an original game. The only way to do it is to go to the Pewex or Baltona shop, but there you have to pay in dollars or pounds, and prices are incredibly high. And the games are very old, too!

That's why magazines like C+VG and CU are very useful. Their reviews help later in looking for really good programs. Unfortunately, in Poland it is impossible to buy either magazine. The only way to do it is to go abroad. I bought CU in Greece.

I would like a penfriend in England — would any CU reader care to write to me? I am 19 years old, and am studying in the 4th Grammar School. It is one of the few schools in Poland where the most important subject is English Language. We have more lessons of English than Polish.

Soon I hope to go to the High Technic School, to study electronics. I like physics and mathematics, but my real hobbies besides computing are sailing, skiing, and different kinds of music — mainly Dire Straits.
Krzysztof Struszczak,
Poland.

Campbell's Comment: Thanks for an interesting letter! Any reader who would like to correspond with Krzysztof, should send a letter to him via me, at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I will forward it on.

Now here's another foreigner . . .

★ Valley Rescue improves with each month. Previously, with just Campbell's Comment, it seemed a bit, I don't know, 'uninteractive'. It's just that people couldn't reply to what you said in your Comment, but now you have given space to readers letters, and hurrah for that!

It is interesting to read letters from overseas readers. Being Welsh, I suppose I could be classed as one (well, the Severn is quite wide!).

By the way, I loved your Stavros impression, when replying to Kostas Pollizos in May's issue. Do you do any other impressions, like a drunk Glaswegian? You do realise that the Stavros reply is quite unreadable to foreign readers, don't you? But what a trendy you are.

Despite your grandad appearance (oops!) you are really quite 'with it', knowing Stav and all that. Are you [*Were you? — Ed*] a regular Friday Night Live viewer, or did your children educate you to the ways of the world?

While the rest of CU are following Loadsamoney, you showed your obvious good taste and plumped for Stavros. So isa moors power to your elbow greases, innit?
Gareth Williams,
Swansea.

Campbell Comments: Other impressions? Och, hoots, duckie! Trendy? Shutyermouf! Whilst the kids are out spending their wads, living it up on a Friday night, (well, think they're poor or somthink?) I sit in and watch the box, enjoying a bit of peace and quiet!

Talking of wads, who buys these very expensive adventures, that cost £25 or more, nowadays? We've been used to prices like that for some time, ever since 16-bit software started to become available. That was understandable at the time, for when the machines were fairly new, the market for the games was very limited.

However, with the popularity of the 16-bit machines, witnessed by the appearance of a number of 16-bit only magazines, some even machine specific, it is high time that prices started to become popular too. Activision (sorry, Mediagenic!) made a start by dropping prices of Infocom adventures to line up with Rainbird prices.

But come on, software houses! Surely it is about time we had a general, to ensure that adventure playing doesn't become solely the passtime of plasterers?

VALLEY RESCUE

● Phil Everitt of the Starboard Watch on HMS Tamar, has been trying to raise the *Titanic*. He wrote from Hong Kong to say he has been looking for eight buttons to activate flotation bags. Of course, he was only playing a game — *RMS Titanic* — and it is only a 'sort of' adventure.

Nevertheless it has these problems in it, so he turned to, who else, but The Valley. But not before writing to Electric Dreams and working through the hint sheet they sent him, and still only finding two buttons. Then he saw a map published in a magazine whose name I daren't mention in this column, and thought his salvation was nigh. Not so. "It was useless, because it went no further than the hint sheet which I already had," said Phil. So who can help Phil?

● In April, Stephen Lovell was left searching for a golden key in *Neverending Story*. Tom Karlsen wrote from Norway with some advice. The key is in Part 2. Stand at the location south of the room with the rats, and type ‹N AND GET KEY›. You will get an iron key which will enable you to open the cell. Cut the web with the knife to get through it. Get the pouch and take the coin that falls out. Go to the torture chamber and drop the coin, which will create an entrance to the room with the golden key.

In return, who can help Tom with *Uninvited*? He is having troubles with zombies in the garden maze.

● Another Norwegian adventurer, Asgeir Bjorlo, badly needs help with *Shadowgate*. He can't get past the dragon, nor take the key from the skeleton. What should he do in the room with three mirrors, and what use is the banshee and the mummy?

● What words should Olav Bjoernbakken use to mix the fruits in Part 3 of *Frankenstein*? He thinks they should be mixed, but until he can find a way of doing it, he keeps dying.

● Beverley Knights cannot get started in *Shard Of Inovar*. She can pick up Inovar, but when going either east or west, gets struck down by fireballs, and stuck fast in mud, respectively.

If you can help any of these poor adventurers, or have problems of your own, write to me at The Valley, and-I try to help you out. The address is on the contents page.

● Finally, here's some help for Dave Wilbraham and Nick Benson, who were stuck in *Labyrinth*. Jose Bjorndal wrote from Sorumsand in Norway with this advice: When you are in 'The Underground' drop the log in front of the cleaning machine. The log burns into a plank. Take it and walk through the door. In the 'Secret Corridor' the goal is to find a place where there is a black key. Insert the plank and a door will appear. Insert key and walk through — one of the door knockers has the key.

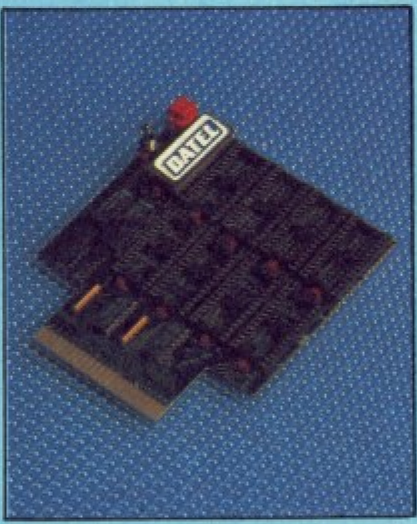


GROOVY ARCADE STORIES
AT THE END OF THE LAST ISSUE OUR HEROES WERE IN A MASSIVE BUNDLE, BUT NOW THEY'VE BEEN ARRESTED AND TAKEN DOWN TO THE SHUTTLE BAY. LETS SEE WHAT THEY HAVE TO SAY FOR THEMSELVES.......
WOW MAN!...
SHIRT'N'SWEET PRODUCTIONS LTD.
THERE'S GOT TO BE A WAY OUT OF THIS ONE...
NO WAY BUSTER!
STOP THIS IDLE TWIDDLE TWADDLE AND LET'S GET DOWN TO THE BUSINESS AT HAND!
MELLOW!
AT THE ROCKET PARK...
SEE THIS 'ERE ROCKET...... IT'S ALL YOURS, FREE GRATIS AND FOR NOTHING. A SMALL GOING AWAY PRESENT FROM ME.....
OH WOW CHEERS TOMMY!....
JAMIE 1994... WOW.
ONE THING YOU MUST UNDERSTAND, ONCE YOU'RE IN THE ROCKET YOU WILL HAVE NO CONTROL OVER ITS DESTINY. THIS IS YOUR TICKET TO OBSCURITY AND MY CHANCE TO ONCE AGAIN BECOME THE GRAND WIZARD OF THE ARCADE!..
UPLIFT MOFO PARTY PLAN WOW!
I'VE GOT A BAD FEELING ABOUT THIS
BLUE MEANIES!


WOOOOHARG!
GET IN THE ROCKET!
CAN'T WE TALK ABOUT THIS OVER A NICE CUP OF TEA!...
YOU CAN'T DO THIS TO US!
WE'RE CULT HEROES!
BLAST OFF IN 2 SECONDS, SO LONG SUCKERS!
HELP!
THERE SHE GOE'S
BACK TO THE 70'S MAN
WOW DO IT AGAIN DO IT AGAIN.....
HAR HAR! AT LAST REVENGE IS MINE, IM RID OF THOSE PRETENTIOUS — CARDBOARD-PSEUDO HEROES.... THINGS ARE GONNA GET BETTER AROUND HERE!
MUCH LATER WHEN TOMMY HAD RECAPTURED HIS STARDOM AND CONVERTED A SMALL PART OF THE ARCADE INTO A SHRINE TO SEVENTIES BAD TASTE.....
CRAZY
HI MAN, WAS HAPPNIN? WELCOME TO MY KIND OF ARCADE, WHERE PEOPLE SAY 'YEAH' AND 'FUNK YOUR PANTS. WHY DON'T YOU COME ON DOWN AND CATCH SOME GROOVY EPISODE'S OF SHAFT. AND STARSKY AND HUTCH. DO YOU LIKE MY FLARES? ITS HAPPENING MAN!....
HEY BUDDY!
CUT THE CRAP AND TELL US WHERE WE CAN GET SOME ACTION ROUND HERE, ME AND MY GIRL JUST FLEW IN FROM PLANET EARTH!..
WOW MAN, I'VE JUST HAD LIKE A TOTALLY DÉJA' VU EXPERIENCE!
TH' END?

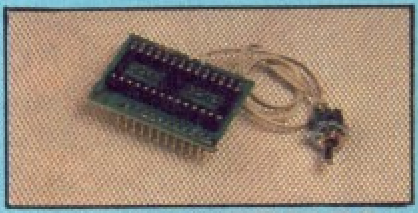
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256K SUPEROM EXPANDER



- ❑ Now you can select from any of 8 32K EPROMs instantly.
- ❑ 8 sockets to accept upto a 32K EPROM in each.
- ❑ On board operating system – no programs to load.
- ❑ Program your own EPROMs using our EPROM programmer.
- ❑ No need to have loads of cartridges – just make a selection from the Superom menu.
- ❑ Directory of utilities on power up.
- ❑ Fully menu driven on power up.
- ❑ Select any slot under software controls.
- ❑ Unique EPROM generator feature will take your own programs – basic or m/c and turn them into autostart EPROMs. (EPROM burner required).
- ❑ Accepts 2764/27128/27256 EPROMs.
- ❑ On board unstoppable reset.

ONLY £29.99

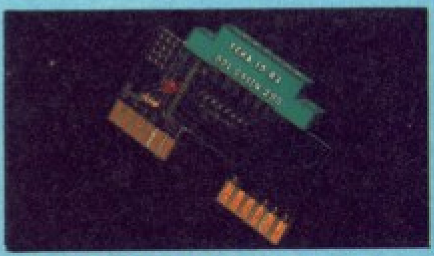


4 WAY KERNAL BOARD

- ❑ This board fits in place of the kernal in your 64 and accepts a 16K or 32K replacement kernal giving 2 or 4 different operating systems.
- ❑ Just flick the switch supplied to select between systems.
- ❑ This is a carrier only – ready to accept your own chip.
- ❑ Now you can have all your different systems available at one time.

ONLY £8.99

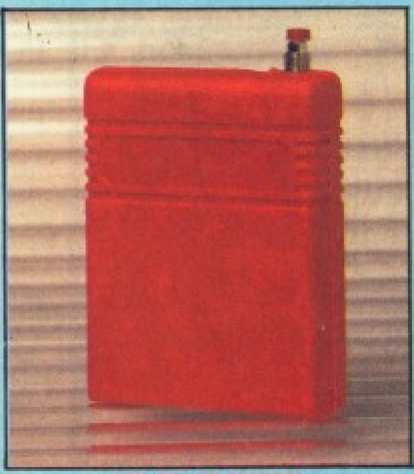
5 WAY BOARD **ONLY £12.99**



CLONEMASTER™

- ❑ Makes tape to tape back-ups.
- ❑ Works with even Turbo Loaders etc.
- ❑ Requires access to two CBM type data recorders.
- ❑ Makes perfect copies.
- ❑ Very simple to use.
- ❑ LED level indicator.

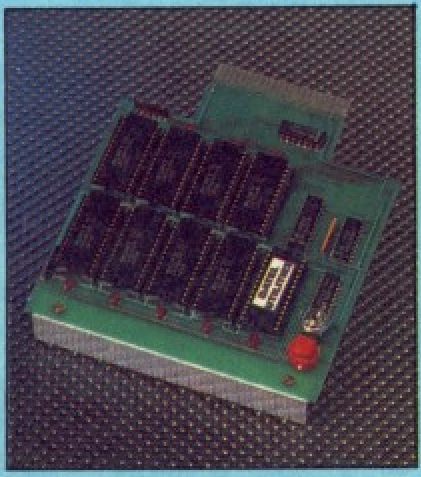
ONLY £9.99 POST FREE



RESET CARTRIDGE

- ❑ Unstoppable reset button.
- ❑ Resets even so called "unstoppable" programs.
- ❑ Add pokes from magazines etc.
- ❑ Fits in cartridge port.
- ❑ Simply plug in.

ONLY £5.99



DUPLIKATOR™

- ❑ Copies whole disk in one pass – only one drive required!
- ❑ Makes back-up copies in eight seconds!!
- ❑ Duplikator is the fastest, most efficient and easiest to use disk copying system ever conceived.
- ❑ Comes complete with 256K on-board ram and it's own operating system – no software to load.
- ❑ Makes multiple copies from one original.
- ❑ Full disk verification during back-up process.
- ❑ Copies standard software as well as errors 21-29 and upto 40 tracks.
- ❑ Full disk error check in eight seconds.
- ❑ Full disk verify against ram in fifteen seconds.
- ❑ A must for clubs, user groups etc. How else can you copy over 250 disks and hour for less than £100.
- ❑ Comes complete with on/off switch and reset button.
- ❑ Fitted in minutes – no soldering usually required.

ONLY £89.99



DEEP SCAN BURST NIBBLER™

- ❑ The most powerful disk nibbler available anywhere, at any price!
- ❑ Burst Nibbler is actually a two part system – a software package **and** a parallel cable to connect the 1541/1570/1571 to 64/128 (state type).
- ❑ What gives Burst Nibbler its power? Conventional nibblers have to decode the data from the disk before it can transfer it using the serial bus – when non standard data is encountered they are beat. Burst Nibbler transfers data as raw GCR code via the parallel cable without the need to decode it so you get a perfect copy of the original.

- ● Will nibble upto 41 tracks. ● Copy a whole disk in under 2 minutes. ● Full instructions.
- ● Regular updates – we always ship the latest. ● Fitted in minutes – no soldering usually required.
- ● Full or ½ tracks. ● No need to buy parallel cable if you have Disk Demon/Dolphin etc.
- ● Cable has throughbus extension for other add ons.

- ❑ Whether to choose FastHack'em or Burst Nibbler? Fast Hack'Em is unbeatable value as an "all-rounder" – with nibblers, 1 or 2 drive copy, format, file copy, 1571 copy etc. etc., so if you have a more general requirement perhaps FastHack'Em is for you. Burst Nibbler is a pure nibbler second to none, for the reasons stated. So if it's just making backups you are interested in, there is no other prodyct to beat it.

ONLY £24.99 COMPLETE

SOFTWARE ONLY £12.99 CABLE ONLY £14.99



16K EPROM BOARD

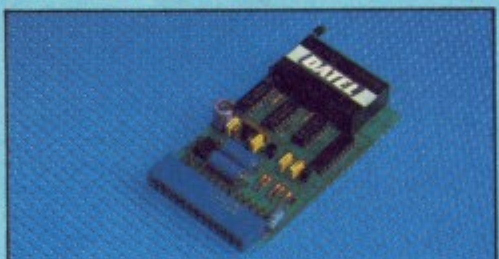
- ❑ Accepts 2 x 8K EPROMs.
- ❑ Switchable to configure as 2 x 8K or 16K or off.
- ❑ On board unstoppable reset.
- ❑ Full instructions.

ONLY £8.99

DISK NOTCHER

- ❑ Quickly and easily double your disk capacity.
- ❑ Use both sides of your disks.
- ❑ Simple to use.
- ❑ Takes seconds.

ONLY £4.99



EPROMMER 64™

- ❑ A top quality, easy-to-use EPROM programmer for the 64/128.
- ❑ Fully menu driven software/hardware package makes programming/reading/verifying/copying EPROMs simplicity itself.
- ❑ Will program 2716, 2732, 2764, 27128 and 27256 chips. 12.5, 21 or 25 volts.
- ❑ Fits into user port for maximum compatibility with cartridges/Superom Board etc.
- ❑ Full feature system – all functions covered including device check/verify.
- ❑ We believe Eprommer 64 is the most comprehensive, most friendly and best value for money programmer available for the 64/128.
- ❑ Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- ❑ Comes complete with instructions – plus the cartridge handbook.

ONLY £39.99 COMPLETE

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3 SLOT MOTHERBOARD

Save wear and tear on your Expansion Port

- ❑ Accepts 3 cartridges.
- ❑ Onboard safety fuse.
- ❑ Switch in/out any slot.
- ❑ High grade PCB.
- ❑ Fully buffered.
- ❑ Reset button.

ONLY £16.99

DATA RECORDER

- ❑ Quality Commodore compatible data recorder.
- ❑ Pause control.
- ❑ Suitable for 64/128.
- ❑ Counter.
- ❑ Send now for quick delivery.

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PRINTER IV

Now you can turn your MPS 801 into 4 printers in one!!

- ❑ Alternative character set ROM – fitted in seconds.
- ❑ All four sets have true descenders.
- ❑ 100% compatible with all software.
- ❑ Descender. ❑ Eclipse.
- ❑ Scribe. ❑ Future.
- ❑ Choose any set at the flick of a switch.

"For anyone who uses their printer often this chip is a must. It's quick and easy to use and the end results are impressive" – Your Commodore, Jan 87.

ONLY £19.99



TURBO ROM II

Turbo Rom II is a replacement for the actual kernal inside your 64. It provides superfast load/save routines.

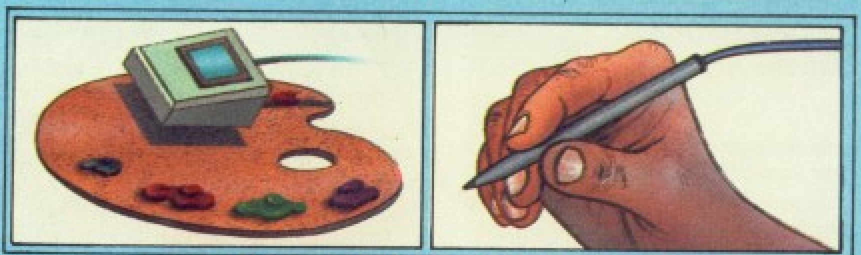
- ❑ Loads most programs at 5-6 times normal speed.
- ❑ Saves at 5-6 times normal.
- ❑ Improved DOS support including 10 sec format.
- ❑ Programmed function keys:- load, directory, old, etc.
- ❑ Return to normal kernal at flick of a switch.
- ❑ FCOPY – 250 block file copier.
- ❑ FLOAD – special I/O loader.
- ❑ Plus lots more.
- ❑ Fitted in minutes – no soldering usually required. (On some 64's the old ROM may have to be desoldered).

ONLY £14.99



DIGITAL SOUND SAMPLER

- ❑ The new sampler allows you to record any sound digitally into memory and then replay it with astounding effects.
- ❑ Playback forwards/backwards with echo/reverb/ring modulation etc.
- ❑ Now with full sound editing module to produce outstanding effects.
- ❑ Full 8 bit D to A and ADC conversion.
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- ❑ Live effects menu includes real time display of waveforms.
- ❑ Line in/mic in/line out/feedback controls.
- ❑ Powerful sequencer with editing features.
- ❑ Load/save sample.
- ❑ Up to 8 samples in memory at one time.
- ❑ Tape or disk (please state).
- ❑ Complete software/hardware package **£49.99**
- ❑ Com-Drum software is available separately at **£9.99** to turn your Sampler II into a Com-Drum system as well as a sampling system.



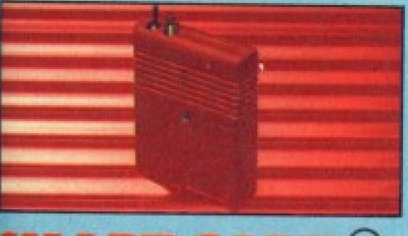
BLAZING PADDLES

A complete lightpen/graphics illustrator package.

- ❑ A fully icon/menu driven graphics package of a calibre which should cost much more.
- ❑ Complete with a fibre optical lightpen system for pin point accuracy.
- ❑ Multi feature software including:
  - ● Range of brushes ● Airbrush ● Rectangle ● Circle ● Rubberbanding ● Lines ● Freehand
  - ● Zoom mode ● Printer dump ● Load/save ● Advanced colour mixing – over 200 hues!!
  - ● Cut and paste allows shapes/windows/pictures to be saved to/from tape/disk.
- ❑ Blazing Paddles will also work with many other input devices including; Joysticks, Mice, Graphics Tablets, Trackball etc.
- ❑ Pictures can be saved from Action Replay and edited with Blazing Paddles.

Complete Blazing Paddles & Lightpen **ONLY £24.99**

Blazing Paddles available separately for **£12.99**



SMART CART (TM)

Now you can have an 8K or 32K cartridge that you program like RAM then acts like ROM!

- ❑ 8K or 32K pseudo ROM.
- ❑ Battery backed to last up to 5 years (lithium battery).
- ❑ Simply load the program you require – then flick the switch. The cartridge can then be removed just like a ROM cartridge.
- ❑ Make your own cartridges including autostart types – without an EPROM burner.
- ❑ Can be switched on or off board via software.
- ❑ I/O 2 slot open for special programming techniques.
- ❑ 32K version has 4 x 8K pages.
- ❑ Some knowledge of M/C is helpful – but full instruction are provided.

8K VERSION £14.99
32K VERSION £29.99

SMARTCART UTILITIES

series of utility programs for use with Smartcart. imply load in the program and you have a powerful cartridge. When you have a different requirement – load in another program and you have a new cartridge. The process takes seconds, and can be repeated any number of times.

We intend to release a range of programs. The first available are:

DISKMATE II

❑ all the features of Diskmate II (see ad). Loaded in seconds – with full nstructions. **ONLY £9.99**

TOOLKIT IV

The ultimate disk toolkit for the 1540/1541

- ❑ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- ❑ DISK DOCTOR V2 – Read and write any track and sector including extra and renumbered tracks. Repair damaged sectors. Look underneath read errors.
- ❑ HEADER/GAP EDITOR – Decodes and displays ALL header information including off bytes and header gap. Rewrite the entire header and header gap. Renumber sectors. Also edit any sector tail gap.
- ❑ DISK LOOK – Sort directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam. Much, much more.
- ❑ FILE COMPACTOR – Can compact machine programs by up to 50%. Saves disk space. Compacted programs run as normal.
- ❑ FAST DISK COPY – Copy an entire disk in 2 minutes or less using single 1541.
- ❑ FAST FILE COPY – Selective file copy. Works at up to 6 times normal speed.
- ❑ FORMATTER – 10 second format an entire disk or format any individual track or half track 0 to 41. Redefine any of 30 parameters to create or recreate unique disk formats.
- ❑ ERROR EDIT – Quickly find and recreate all read errors including extra and renumbered tracks or sectors and half tracks from 0 to 41. Even recreates data under errors and allows you to redefine any necessary parameters.

ONLY £9.99

RAM DISK

- ❑ Turn your Smart Cart into a 32K RAM/disk.
- ❑ 32K of instant storage area for files/programs.
- ❑ Load/save instantly.
- ❑ Disk type commands: load, save, directory, scratch.
- ❑ Program data retained when computer is switched off!
- ❑ Full command set with instructions.

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COM-DRUM

Digital Drum System

- ❑ Now you can turn your computer into a digital drum system. ❑ Hardware/software package.
- ❑ 8 digital drum sounds in memory at one time.
- ❑ Complete with 3 drum kits.
- ❑ Real drum sounds – not synthesised.
- ❑ Create superb drum rhythms with real and step time. ❑ Full editing. ❑ Menu driven.
- ❑ Output to hi-fi or through tv speaker.
- ❑ Load/save facilities.

ONLY £29.99 (state tape or disk)

COM-DRUM EDITOR

- ❑ 24 drum sounds supplied on disk to enable you to construct your own drum kit.
- ❑ Re-arrange sounds supplied with a Com-Drum to make new kits.
- ❑ With sound sampler hardware you can record your own kits. ❑ Load/save facilities.

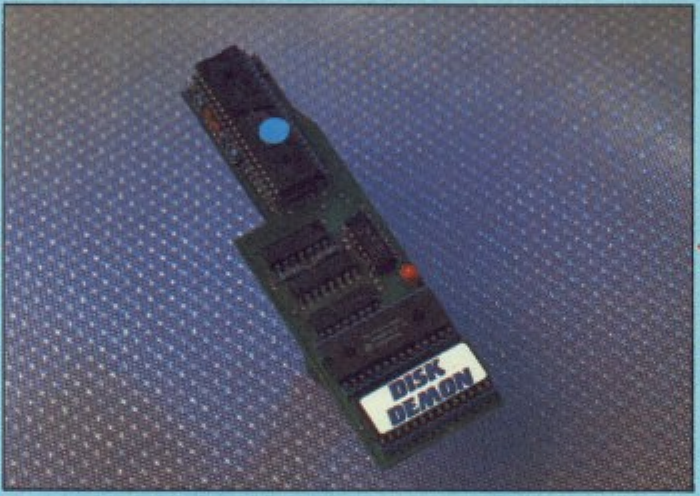
ONLY £4.99 disk only

ROBOTEK 64

Model & Robot Control made easy

- ❑ Robotek 64 is a comprehensive hardware/software package which enables you to connect your 64/128 to the outside world.
- ❑ 4 output channels – each with onboard relay
- ❑ 4 input channels – each fully buffered TTL level sensing.
- ❑ Analogue input with full 8 bit conversion.
- ❑ Voice input for voice control.
- ❑ Software features:- test mode/analogue measurement/voice activate/digital readout etc.
- ❑ Excellent value! **ONLY £39.99** including hardware/software/mic etc. (State tape or disk)

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PROFESSIONAL DOS ™ MIKROTRONIC

£64.99 POST FREE with Disc Demon operating system

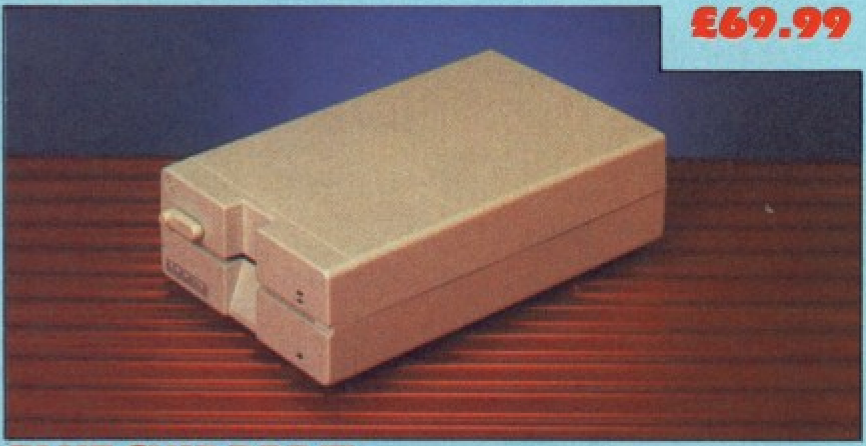
"The world's fastest parallel operating system"

- Loads a typical 202 block program file in under 3 seconds!
- 60x faster load (PRG files).
- 25x faster load (SEQ files).
- 20x faster save (PRG files).
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PLUS AN ADVANCED COMMAND STRUCTURE INCLUDING:

- Fast format – up to 40 tracks (749 blocks).
- 16 function keys: list, run, load, directory, format, save, old, verify, etc.
- Fload will fastload files up to 250 blocks (other similar systems will only cope with 202 blocks).
- Number conversion.
- Reset.
- Unique built in file copier will copy files up to 250 blocks like lightning – multiple copy options – perfect for copying Action Replay files.
- Highly compatible with commercial software – can be switched out for non compatible programs.
- Perfect for use with Action Replay 3 – a typical AR3 backup will reload in about 3 seconds – yes 3 seconds!
- Speeds up other DOS functions including verify, scratch etc.
- Comes complete with superfast file and whole disk copier free!
- Screen on or off during loading.
- Enhanced command set – over 30 new commands.
- Easily fitted – Disk Demon plugs inside the 1541 and the new operating system chip plugs inside the C64/128. Fitting takes only minutes and usually requires no soldering.
- User port throughbus supplied free – you could pay £15.00 for this alone.
- Supplied complete – no more to buy.
- Works on C128/1541 in 64 or 128 mode.

C128 version £69.99



BLUE CHIP DRIVE

● **Fully C64/128 compatible.**

- At last a top quality drive at a sensible price.
- Super slimline case
- External power supply for cool operation.
- Direct drive motor.
- Supplied complete with all cables – no more to buy.
- This drive is now probably the most compatible drive available for the Commodore. More so than even Commodores own '1541C. Much more so than other so called compatibles. In fact we have been unable to find a program including the latest that would not work. (At time of Press).
- **No need to look elsewhere – this is the best.**

ONLY £139.99 POST FREE
(If you require courier delivery add £5.00).

ULTRA CRUNCHER

● **The ultimate cartridge based program compactor.**

- Compacts by upto 30%!
- More programs for disk.
- 3 compacting programs on one cartridge.
- Fast loading/saving routines – works with Disc Demon.
- Can even further compact AR III files!
- 250 block file copy function.
- Full DOS support including fast format.

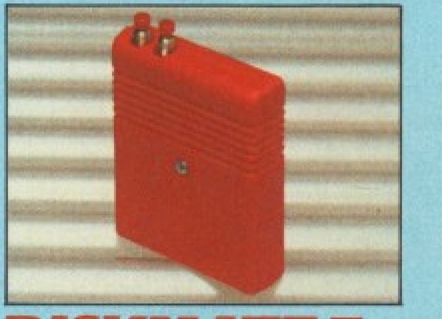
ONLY £12.99 on cartridge. Available as chip only for 256K Superom Board for only £7.99

FAST HACK'EM ™

● **Multi Module Disk Nibbler – all on one disk.**

- Single 1541 Nibbler – Copy a disk in 2 minutes.
- Auto Nibbler – Copy an entire protected disk in 3 minutes.
- Super fast File Copy – Under 9 seconds typically.
- Copes with Fat Tracks.
- Superfast Copy – Entire disk in 36 seconds with verify.
- Twin Drive Copier – Even faster!
- Plus unique "Parameters" mode. These files "Unlock" the more heavily protected programs with a parameter for a particular brand or even single program.
- **No other product is such a good "All Rounder" at this price its unbeatable.**

ONLY £9.99 POST FREE



DISKMATE II

The Disk Utility Cartridge

- Disk fastload cartridge.
- Up to 5 times faster.
- Fast save.
- Fast format (10 secs).
- Improved DOS – single stroke commands – load/save/dir/old etc.
- Redefined function keys for fast operation of common commands.
- Powerful toolkit commands including: old/delete/merge/copy/append/autonum/linesave etc.
- Plus a full machine code monitor – too many features to list but it has them all!
- Special switching techniques make Diskmate invisible to the system. Therefore it is a more compatible fastloader than other types.
- Diskmate II is

ONLY £14.99

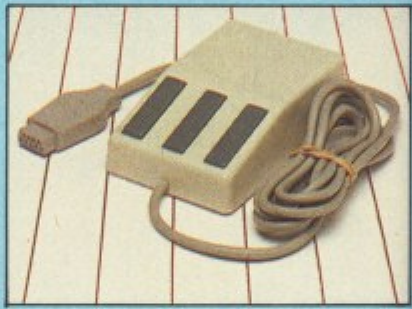


MIDI 64

A Full Midi Interface for the 64/128 at a realistic price

- MIDI in.
- MIDI thru.
- 2 x MIDI out.
- Compatible with most leading software packages including: Seil, JMS, Advanced Music System, Joreth, Steinburg etc.

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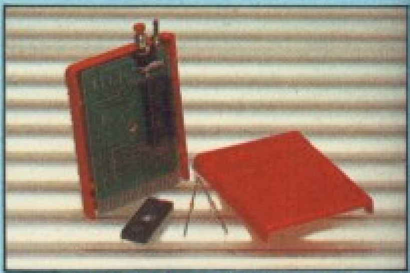
MOUSE

- CBM 64/128 mouse.
- Wide compatibility with software including: Blazing Paddles.
- Works by mimicking joystick so will work in any joystick application including graphic packages only designed for joystick.
- Functions on either joystick port.
- Optical system operation.

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CHIPS

- 27128 **£3.00 EACH**
- 27256 **£4.50 EACH**



CARTRIDGE DEVELOPMENT SYSTEM

- All the necessary parts to produce an 8K/16K auto-start cartridge.
- Top quality PCB.
- Injection moulded case.
- Reset switch.
- 16K EPROM.
- "Cartridge Handbook" gives full details and tips on building and configuring the cartridge for many uses.

ONLY £12.99
complete with handbook

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

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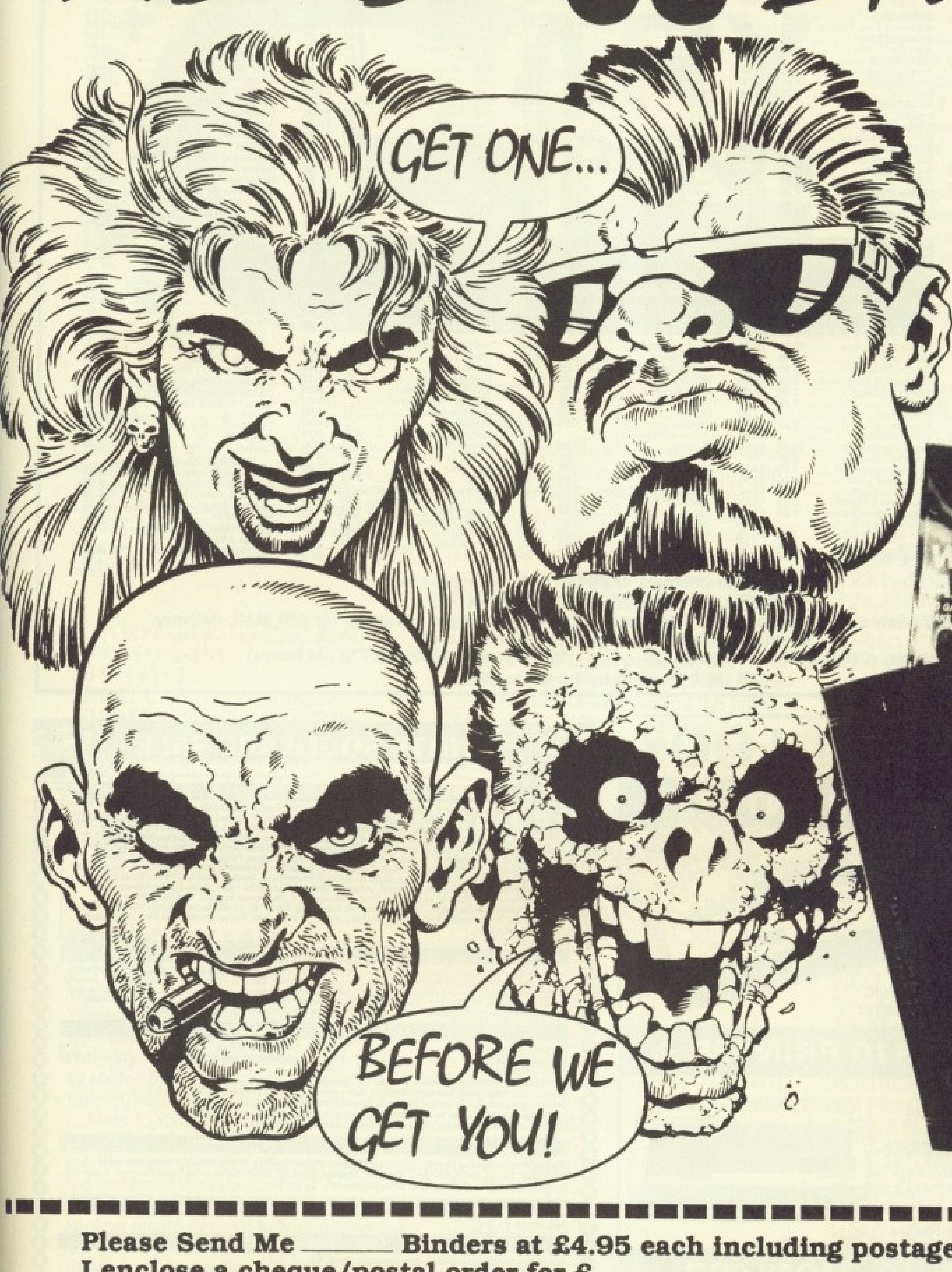
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the god-like genius of GARY PENN

Lawks Alawdy, worra lorra queries. (And who knows — we may be seeing even more of our Cilla on t'telly in the near future.) Keep 'em comin', and Ol' Moosey here will see what he can do. The address is, as ever, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And don't forget to mark your correspondence to yer Uncle Gaz and his god-like genius.

GREEN BERET

(Imagine)

I don't know why. But it didn't work — the listing, as printed, just refused to co-operate, and I'll be bug . . . blown if I know why. To make amends, here it is again, checked beyond belief and almost — I say, almost — guaranteed to work. . .

```
10 FOR N=8192 TO 8230:READ
D:POKE I,D:NEXT
20 SYS 8192
30 DATA 169, 1, 170, 168, 32
40 DATA 185, 255, 169, 0, 32
50 DATA 189, 255, 169, 0, 32
60 DATA 213, 255, 160, 7, 185
70 DATA 31, 32, 153, 205, 5
80 DATA 136, 16, 247, 108, 36
90 DATA 3, 169, 173, 141, 53
100 DATA 21, 76, 253, 61
```

DRAGON'S LAIR

(Software Projects)

There's a Marc Williams in Willenhall, West Midlands, and he's having great difficulty getting through the Skull Hallway. And understandably so. So (so so so) for Marc and anybody else's benefit, here's a solution of sorts. . .

Keep tapping the joystick forward (away from you) to avoid the skulls, then tap the fire button like crazy to shatter the first hand with your sword. Now continually tap forward to avoid the second group of skulls before giving the fire button some stick to destroy two hands (one from either side). Pull — well, keep tapping — back on the joystick to dodge the bats, then tap right to avoid them as they follow you down the corridor. Finally, tap left to avoid the slime, then forward to miss it again, and right to dodge it for the last time.

As for the Burning Ropes, Marc — I'll leave it to you to see how you get on. Don't forget: you've got to continually tap the joystick (or fire button) to ensure you get the timing just right. . .

ELITE

(Firebird)

Ker-rikey, what a big 'un and no mistake. Braben and Bell's classic space trading game has captivated and infuriated thousands of people for years. So it's about time we had a decent cheat, innit. Tim and Ian Fraser thought so, too — and here it is. A big, juicy listing which fiddles with your saved game and makes it even better. So, for A Finlayson and umpteen gazillion others here it is . . .

Ah, yes. I'd better point out that (believe it or not) I couldn't find a single copy of *Elite* on which to test this listing. So type it in, RUN it and follow the on-screen prompts to alter your saved game at your discretion. . .

```
10 IF X=1 THEN 14
11 DIM H$(17)
12 POKE 53280,0:POKE 53281,0
13 GOTO 55
14 GOSUB 45:GOSUB 52
15 GOSUB 42:PRINT:PRINT
CHR$(153)"EQUIPMENT"CHR$(158):
PRINT
16 FOR I=0 TO 6
17 PRINT G$(I)" Y/N?";
18 GET A$:IF A$<>"N" AND
A$<>"Y" THEN 18
19 PRINT A$
20 IF A$="N" THEN POKE 9688+I,0:
NEXT
21 POKE 9688+I,G(I):NEXT
22 GOSUB 47
23 IF C THEN 15
24 GOSUB 42
25 PRINT:PRINT CHR$(153)"CARGO"
CHR$(158):PRINT
26 FOR I=0 TO 17
27 PRINT H$(I)+" (0-255)";:INPUT C
28 IF C<0 OR C>255 THEN PRINT
CHR$(145)CHR$(145):GOTO 27
29 POKE 9670+I,C:NEXT
30 PRINT"200000000.0 CREDITS
(Y/N)";
31 GOSUB 48:IF C THEN 33
32 POKE 9657,119:POKE 9658,53:
POKE 9659,148:POKE 9660,0
33 PRINT"ALL MILITARY LASERS?";
34 GOSUB 48:IF C THEN 36
35 POKE 9664,151:POKE 9665,151:
POKE 9666,151:POKE 9667,151
36 GOSUB 47: IF C THEN 24
37 PRINT CHR$(147)"PRESS RETURN
TO SAVE NEW POSITION"
38 GET A$:IF A$<>CHR$(13) THEN
38
39 PRINT:PRINT"SAVING "N$:SYS
8192
40 SYS 57812 "@:"+N$,DN,1:POKE
193,176:POKE 194,37:POKE
174,253:POKE 175,37
41 SYS 62957:PRINT CHR$(5)
CHR$(147) N$"UPDATED":END
42 PRINTCHR$(5)CHR$(147)
43 PRINT TAB(11)"— THE ELITE
CHEAT —"
44 RETURN
45 FOR I=8192 TO 8229:READ A:
POKE I,A
46 NEXT:RETURN
47 PRINT:PRINT CHR$(155)"ALL
OK?";
48 GET A$:IF A$<>"N" AND
A$<>"Y" THEN 48
49 PRINT A$
50 IF A$="N" THEN C=1:RETURN
51 C=0:RETURN
52 FOR I=0 TO 6:READ G$(I),G(I):
NEXT
53 FOR I=0 TO 17:READ H$(I):NEXT
54 RETURN
55 PRINT CHR$(156) CHR$(147)
"INSERT DISK OR TAPE HOLDING
POSITION":PRINT
56 PRINT CHR$(153)"PRESS 1 FOR
TAPE, 8 FOR DISK"
57 GET A$:IF A$="" THEN 57
58 DN=VAL(A$):PRINT:INPUT
"FILENAME";N$
59 X=1:PRINT:PRINT"LOADING "N$:
LOAD N$, DN,1
60 DATA 162,73,24,138,125,175,37,
93,176,37,202,208,247,141,252,37,
162,73,24
61 DATA 138,134,187,69,187,106,
125,175,37,93,176,37,202,208,242,
141,251,37,96
62 DATA ESCAPE POD,255,FUEL
SCOOPS,255,ECM,255,ENERGY
BOMB,127,ENERGY UNIT,1
63 DATA DOCKING COMPUTER,255,
GALACTIC HYPERSPACE,255
64 DATA MISSILES,FOOD,TEXTILES,
RADIOACTIVES,SLAVES,LIQUORS/
```

```
WINES,LUXURIES
65 DATA NARCOTICS,COMPUTERS,
MACHINERY,ALLOYS,FIREARMS,FURS,
MINERALS,GOLD
66 DATA PLATINUM,GEM-STONES,
ALIEN ITEMS
```

KARNOV

(Electric Dreams)

OK, so it's hardly the best coin-op conversion in the world, but it is damned difficult — which is why this corker of a listing from Tim and Ian Fraser will come in handy. Type it in, RUN it and follow the on-screen prompts to load *Karnov* with infinite lives. . .

```
0 PRINT CHR$(147)
1 FOR 1=560 TO 618:READ A$
2 L=ASC(LEFT$(A$,1)):L=L-
55:IF L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):R=
R-55:IF R<5 THEN R=R+7
4 V=(L*16)+R:C=C+V:POKE
I,V:NEXT
5 IF C<>6375 THEN PRINT"DATA
ERROR!":END
6 PRINT"SAVE LISTING FOR FUTURE
USE"
7 PRINT:PRINT SYS 560 TO START"
10 DATA 20,2C,F7,A9,44,8D,CD,03,
A9,02
11 DATA 8D,CE,03,38,20,6C,F5,4C,
51,03
12 DATA A9,D0,8D,CD,03,A9,03,8D,
CE,03
13 DATA A9,76,8D,CE,01,4C,D0,03,
A9,02
14 DATA 8D,2D,09,A9,62,8D,30,09,
4C,EB
15 DATA 02,A9,A5,8D,DF,80,4C,00,
80,LZ
```

IMPOSSIBLE MISSION II

(Epyx/US Gold)

Ho hum, what a bum-er. *Impossible Mission II* gets my vote for the most disappointing sequel produced, ever ever ever. I was told it night have something to do with the fact that most of Epyx's best now work for Electronic Arts — which explains why *Skate Crazy* has such an Epyx-y feel to it. But I digress. This here's a Tim and Ian Fraser listing which disables sprite collision detection (so you can run through anything nasty) and stops the timer. So . . . type it in, RUN it and follow the on-screen prompts to load *Impossible Mission II* with the aforementioned changes. . .

```
0 PRINT CHR$(147)
1 FOR 1=592 TO 639:READ A$
2 L=ASC(LEFT$(A$,1)):L=L-55:IF
L<5 THEN L=L+7
3 R=ASC(RIGHT$(A$,1)):R=R-55:IF
R<5 THEN R=R+7
4 V=(L*16)+R:C=C+V:POKE
I,V:NEXT
5 IF C<>5214 THEN PRINT"DATA
ERROR!":END
6 PRINT"SAVE LISTING FOR FUTURE
USE"
7 PRINT:PRINT SYS 592 TO START"
10 DATA 20,56,F5,A9,58,8D,D0,08,
A9,3A
11 DATA 8D,D1,08,4C,10,08,A9,6D,
8D,BE
12 DATA A0,A9,02,8D,BF,A0,4C,E6,
9F,A9
13 DATA 0C,8D,EC,28,A9,00,8D,17,
3F,A9
14 DATA AD,8D,1F,3F,4C,00,08,00,
00,00
```

CYBERNOID

(Hewson)

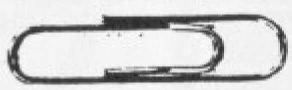
Typical. Just typical. You print a listing and then some clever dick finds a cheat mode. "Wow, Gaz. What is it then, eh? Oh go on, do tell." It's a piece of simplicity in itself. . . Select the redefine key option and redefine the keys to Y,X, E and S. Yes, that's right — it spells sexy backwards. It also gives you infinite lives.

IO

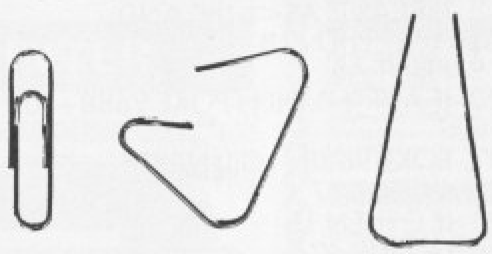
(Firebird)

Per Zimmerman from Stockholm has a fistful of fun-filled POKEs for you to try. . . . Mind you, you need to be able to reset your 64 before you can enter them. Oo-er. Hey, tell you what. I'll show you how it's done and if you're feeling brave you can try it out.

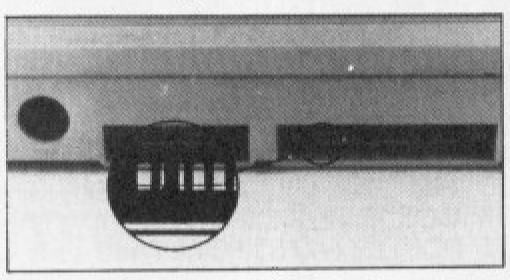
Okey dokey pinokey — there are a fair few ways of going about this most unholy task, but it basically boils down to how you feel about the possibility of blowing a fuse. You can buy a 'proper' reset switch for a couple of quid or less, or even a more expensive cartridge that just so happens to have a reset button built in. That's if you want to do things properly. Otherwise, you can pop down to Smiths — or any other stationery store for that matter — and buy some paper clips. Like this one . . .



Got that? Brill. Now deform it thus . . .



OK . . . Now here's what you do. . . Here's the back end of a 64 (which reminds me of a silly joke about donkeys, which I won't bother repeating 'cos it's not worth the effort) with a slick expanded diagram of the User Port.



Get your deformed paper clip (sorry—'reset switch') and touch one end to Pin 1 and the other to Pin 3 and Plink (or whatever noise a 64 reseting makes) — your 64 should have reset itself. Now all you have to do is make sure you've loaded your copy of *IO* first before doing this and you can enter these POKEs . . .

POKE 25117,173 (RETURN) for infinite lives.
POKE 24969,(any number between 0 and 3) to determine the starting level.
POKE 24961,(any number between 0 and 3) to determine how far along the chosen level you start.
POKE 27026,0:POKE 27027,173 (RETURN) to make you invincible.
POKE 25080,173 (RETURN) so you don't lose your firepower when you die.
POKE 26330,3 (RETURN) so you can see the whole level, right through to the very end, when you die.
SYS 24576 (RETURN) restarts the game.

WARNING!

CU accepts no responsibility for any 64s damaged when using this reset technique. It's possible to blow a fuse, see, so wield your paper clip with care. You have been warned.

ALIENS

(Ricochet)

In response to last month's plea for POKEs I've been inundated with 'em. But no listings! Ah well. One can't have one's cake and eat it, can one? Load *Aliens* and reset the 64 as detailed above. Now enter the following. . . .

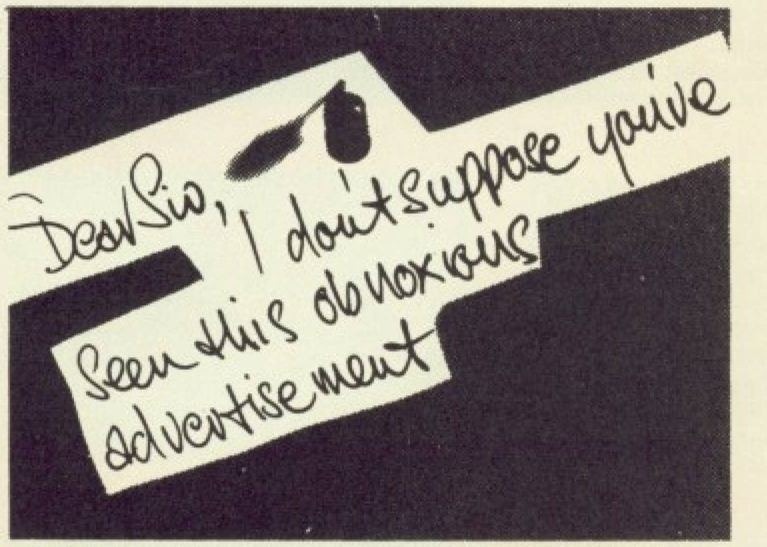
POKE 42043,234:POKE 42044,234:POKE 42025,234 (RETURN) for infinite ammunition.
POKE 42386,234:POKE 43287,234;POKE 43288,244 (RETURN) for infinite stamina.
SYS 38233 (RETURN) then tap RESTORE to restart.

AND FINALLY . . .

Can you help? Mr L R Tallboy of Furzton in Milton Keynes is having serious problems with a game called *Football Director* and wants to know if anyone has any POKEs or listings to make it easier. I have to be honest and say that I've never actually heard of *Football Director* (blush), so if you happen to have anything remotely useful lying around gathering dust, drop me a line.

Jet Set Willy II (yeeurgh) is causing its (un)fair share of hassles for some people, amongst them A V Buckland of Hayes in Middlesex. Anyone got a gear listing for infinite lives to put poor Mr B out of his misery?

Well, as they say at the end of all good TV shows (so God knows why it's being said here . . .) "That's all we've got time for. Tune in next week for more of the same. . ." OK, so I made it up. Tutty bye. . .



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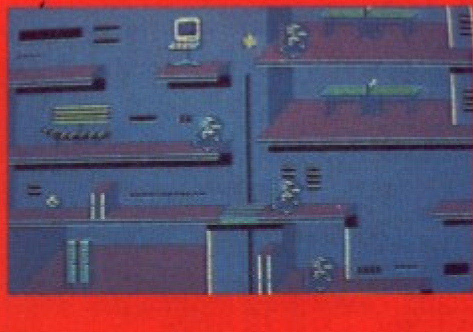
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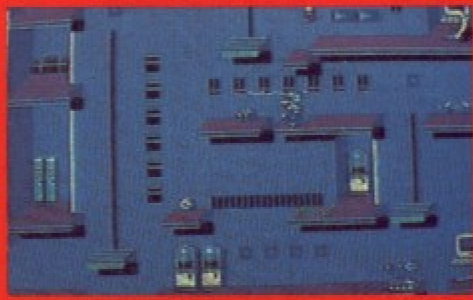
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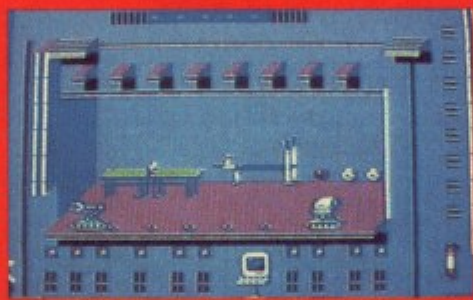
IMPOSSIBLE MISSION 2

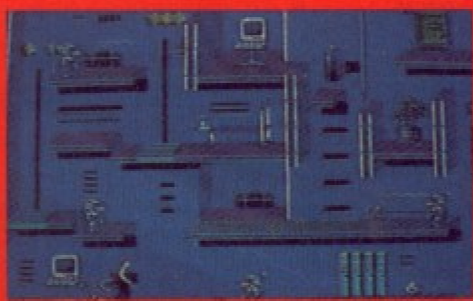
play TO WIN

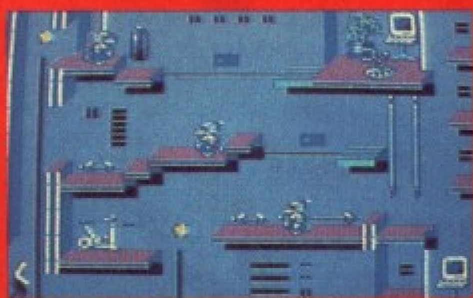
Erstwhile ZZAP! Editor Julian Rignall makes his CU Play To Win debut with an invaluable guide to Epyx' sequel to their all-time classic *Impossible Mission.* The arrangement of rooms varies from game to game, sure, but this example of how to complete a typical layout should prove very useful . . .

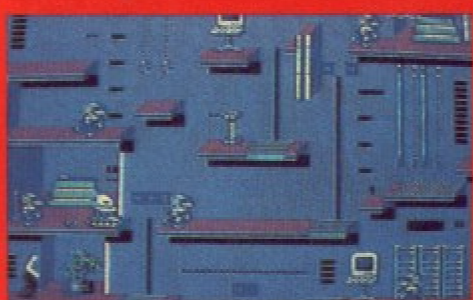


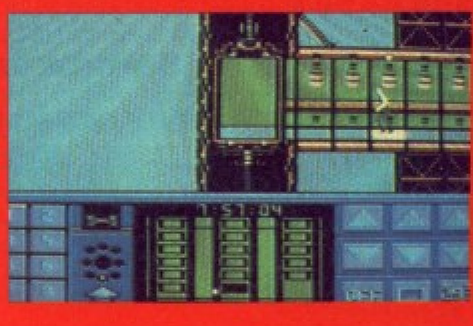












GENERAL TIPS

Remember that the objective is to collect six different tunes. This doesn't necessarily mean visiting all eight towers — if you're lucky enough, you might only have to visit six. Whenever you collect a tune, listen to it and see whether it's a double or not. If it is, rewind the cassette to the beginning of the tune and carry on — when you collect the next tune, the duplicate will be automatically erased. When you've got all six tunes, stand in the express lift (there's one between the guardian creatures in each tower), play the entire tape and press up on the joystick. If there are no duplicate tunes you'll be whisked to Atombender's lair . . . but more of that later.

If you're playing the disk version, don't forget to SAVE your position at regular intervals. If you're playing the cassette version . . . tough nuts.

Finally, when you're searching an item of furniture, don't be afraid to back off if a robot approacheth. Patience is a virtue, my son — it's far better to wait around for a robot to go away, rather than risk losing six minutes of time just because you want to finish the search quickly.

ROBOTS

There are six basic robot models, which vary from annoying to deadly.

SQUATBOTS pose no threat to a wary Agent — the only time they can possibly cause harm is when one is sitting under a low ceiling. If this is the case, step over it when it has just retracted.

PESTBOTS are similarly harmless and only cause trouble when one whips a lift away just before you step on it. Keep your wits about you and there shouldn't be any problems.

MINEBOTS are harmless . . . but the mines they lay aren't. Just make sure you time your jumps right if you have to cross over a line of mines.

SUICIDEBOTS are rare, but deadly. Try and avoid at all costs — if you have to cross a platform where one patrols, make sure you jump over it.

BASTBOTS vary in intelligence, from stupid ones which follow a preset path to deadly ones which home in. Watch the movement pattern of a robot closely (before you approach) and you should be able to work out how clever it is.

SENTRYBOTS have a similar range of intelligence patterns, but are more deadly due to their plasma guns. Again, look at how they behave, and tackle them accordingly. Watch out for sentrybots which stand by lift shafts, ready to discharge a fatal voltage as soon as you draw level with them.

SAFE CRACKING (A tower-by-tower guide). Don't forget that you need a time bomb to blow open a safe — so before you do anything, go to a terminal and get one. If the terminal is inaccessible, get one from another room.

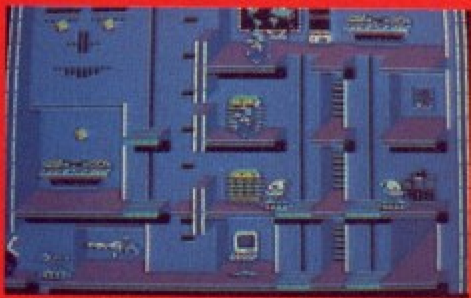
TOWER 1

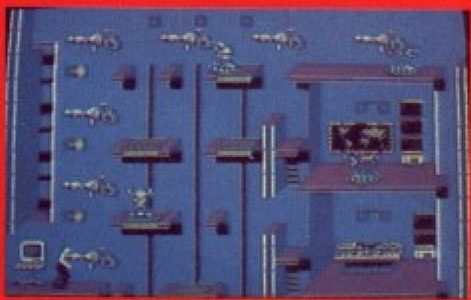
This one is pretty straightforward, but you have to move fast. Access a time bomb and activate a robot snooze. Run to the right and use the lift to get to the second level (you'll have to jump off the lift as it doesn't stop until it gets three quarters of the way up the screen). Go to the left and use the lift to get to the top of the screen. Run right, fall down onto the lift and use it to jump onto the platform with the terminal. Jump next to the safe, lay the bomb and retreat. When it has detonated, collect the tune.

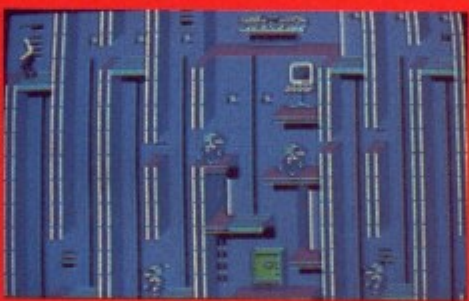
TOWER 2

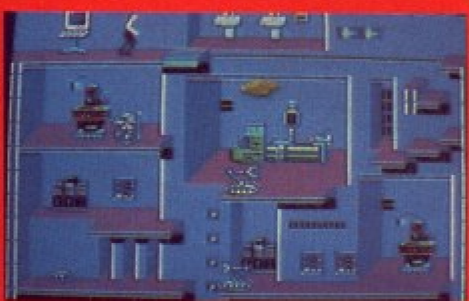
Activate a time bomb and a robot snooze from another screen, enter from the left, take the lift down and go up the next one. Jump just before you get to the top, otherwise you won't be able to get through the gap. Go down on the next lift, and up again. Fall down to the safe (make sure you don't fall through the hole in the floor or you'll have to do the screen again, and that means using another snooze), drop the bomb and jump up onto the platform above it. Getting out is very difficult, and usually ends up with a loss of life.

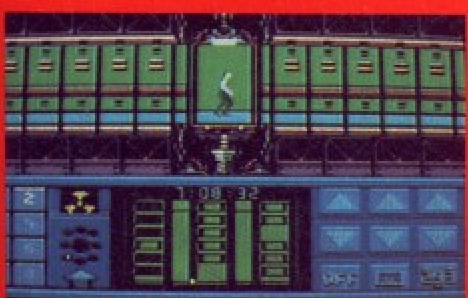






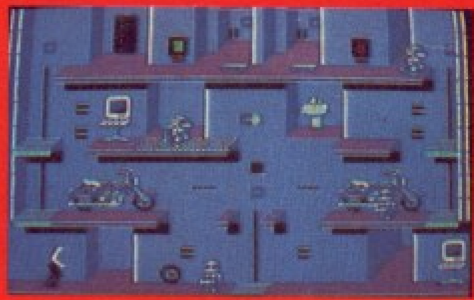




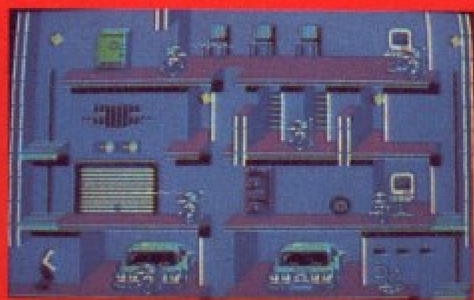


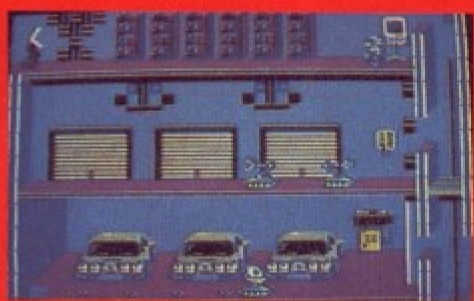


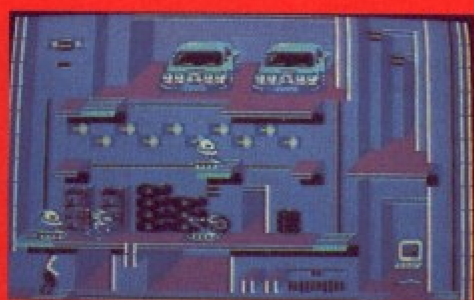
TOWER 3

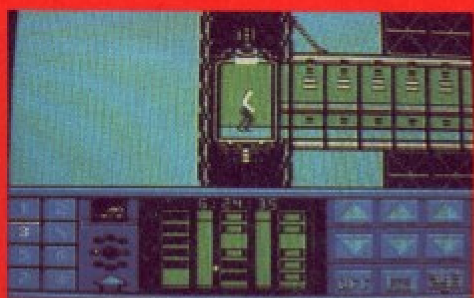


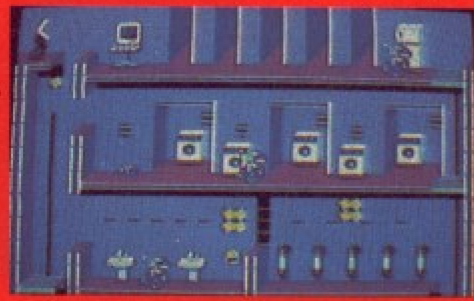
This one's a cinch. Enter from the right, go up a level and activate a bomb and robot snooze. Go up again, cross the platform (making sure you don't fall down the gap) and jump onto the other lift. Go up and detonate the bomb. Just make sure you don't waste time, and everything should be a-okay.







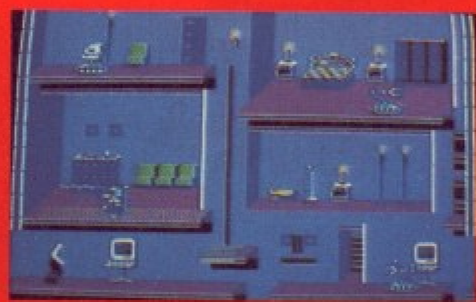


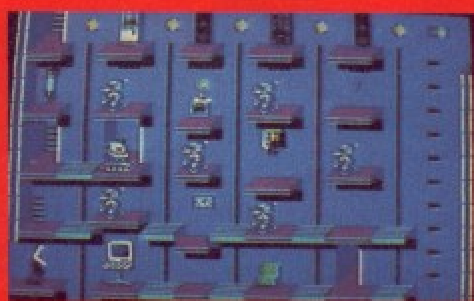


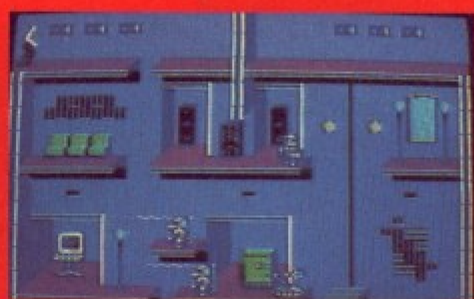
TOWER 4



First of all, enter the room from the right armed with a time bomb, and detonate it exactly above the lift. Now go all the way around and enter from the left. Fall down through the gap in the floor, and fall again to the left. Activate the terminal, access a snooze and a timb bomb, jump right, drop the bomb and retreat. Search the safe and jump onto the lift, which takes you through the hole in the floor to safety. If you do this properly, you can complete the entire manoeuvre before the snooze runs out.

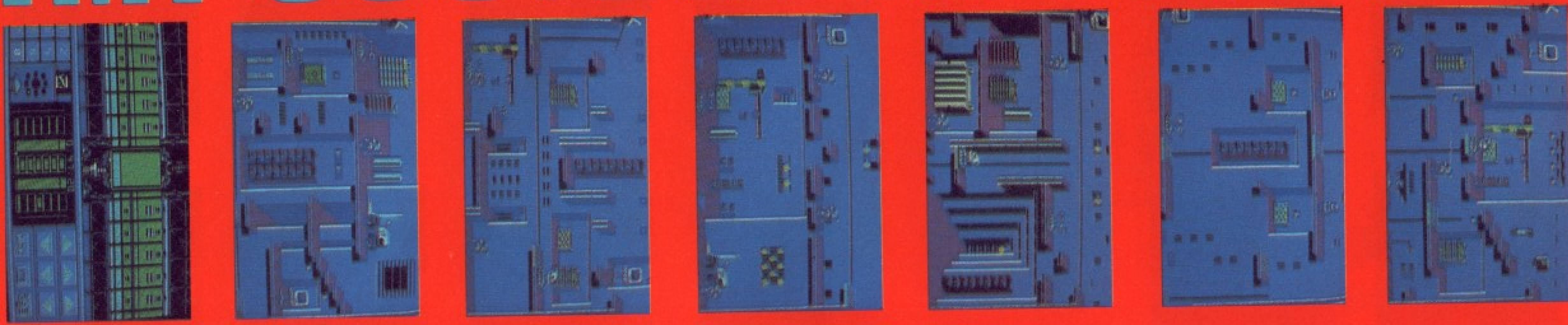




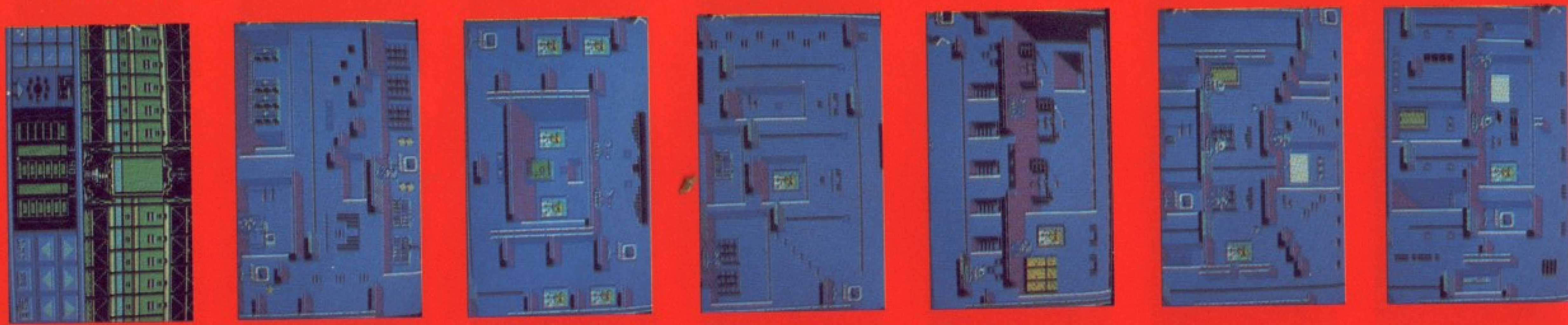




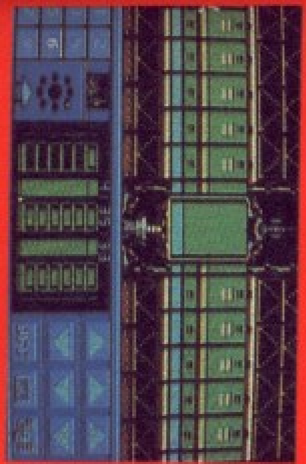
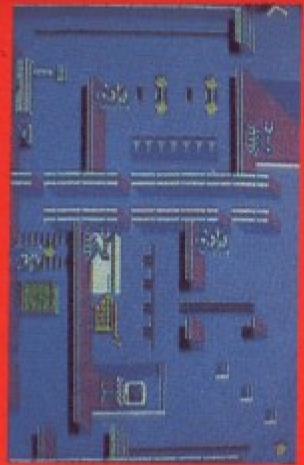
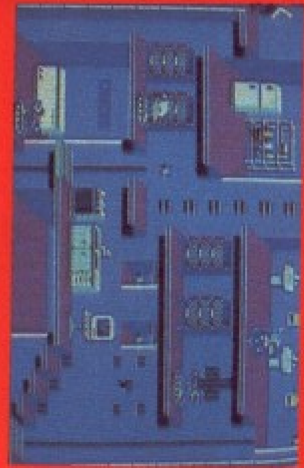
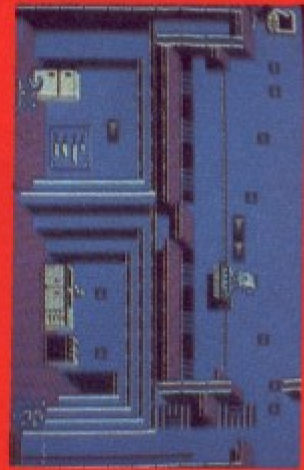
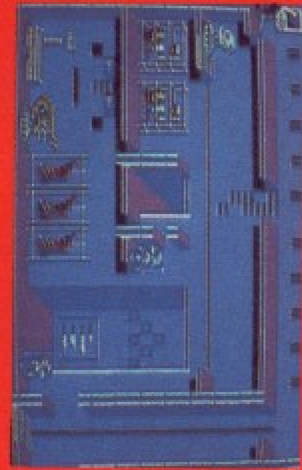
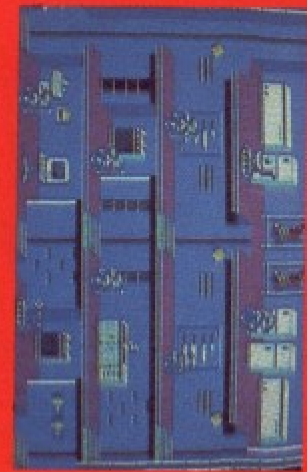
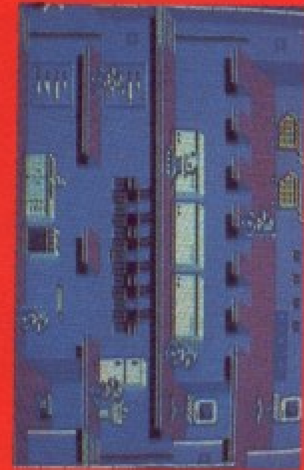
IMPOSSIBLE MISSION 2



TOWER 5
Enter from the right, fall down and activate a bomb and snooze. Go up on the lift and jump through the gap just before it reaches the top. Drop the bomb and run left — you're safe, even though it doesn't look it.

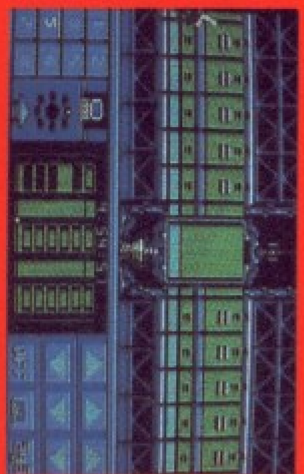


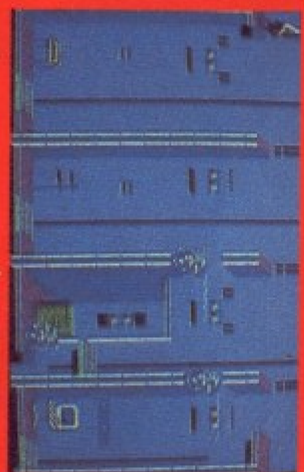
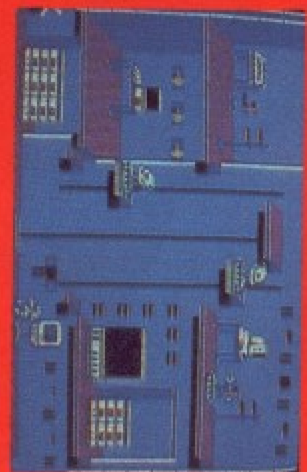
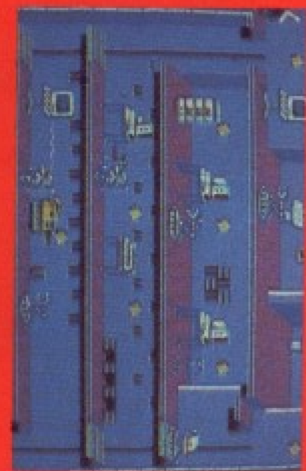
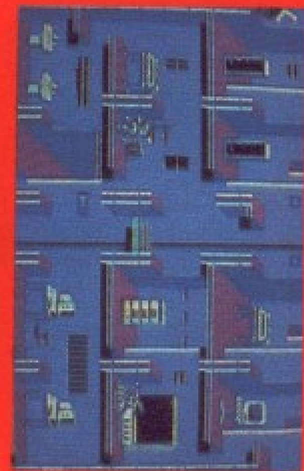
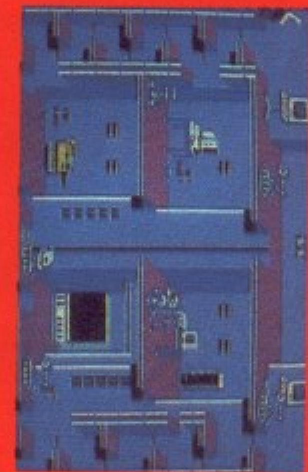
TOWER 6
This one looks simple, but it requires a difficult jump. Enter from the right and fall down to the terminal. Grab a snooze and bomb, jump onto the lift and go up. Jump across onto the tiny platform (leap from the edge of the lift) and jump again so you fall down the shaft in the middle of the screen. Set the bomb and retreat. Timing the jump is crucial — if you fall you have to reset the lift and precious time is wasted.

TOWER 7

Easy! Enter from the left, go to the terminal and grab a bomb and snooze. Drop the bomb on the platform above the safe and return to the terminal to get another one. When it has detonated, fall through the newly-created hole, set the other bomb next to the safe and retreat. The only problem is getting out of the screen — it's almost impossible not to lose a life!

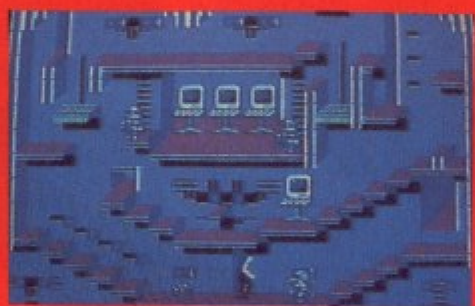


TOWER 8

You've really got to move fast (and make sure you approach from the left). Activate a bomb and snooze from another room (as far as possible) and as soon as you enter, jump. Jump again onto the platform with the safe and set the bomb. Move to the left of the platform and wait for the bomb to explode.

Play to Win



ELVIN'S LAIR

The final screen is very simple . . . as long as you've got a robot snooze left. Run left (making sure that the Squatbot doesn't bash you against the ceiling) and jump across to the terminal. Activate a snooze and move right up the ladder of platforms to the lift. Go up, and jump off before the lift reaches the top of the screen, otherwise it'll smash your brains all over the roof. Jump over to the other lift and fall down. Jump right and activate one of the three terminals to finish the game. By the way, two of the terminals are deadly — you'll just have to find out for yourselves which ones are which . . .

JULIAN RIGNALL

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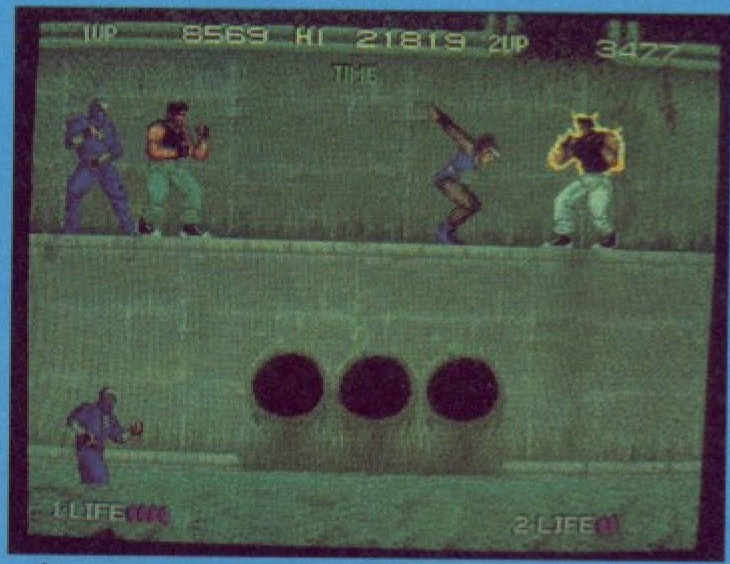
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Aggro on the articulated



Set upon in the sewers.

ARCADES

DRAGON NINJA

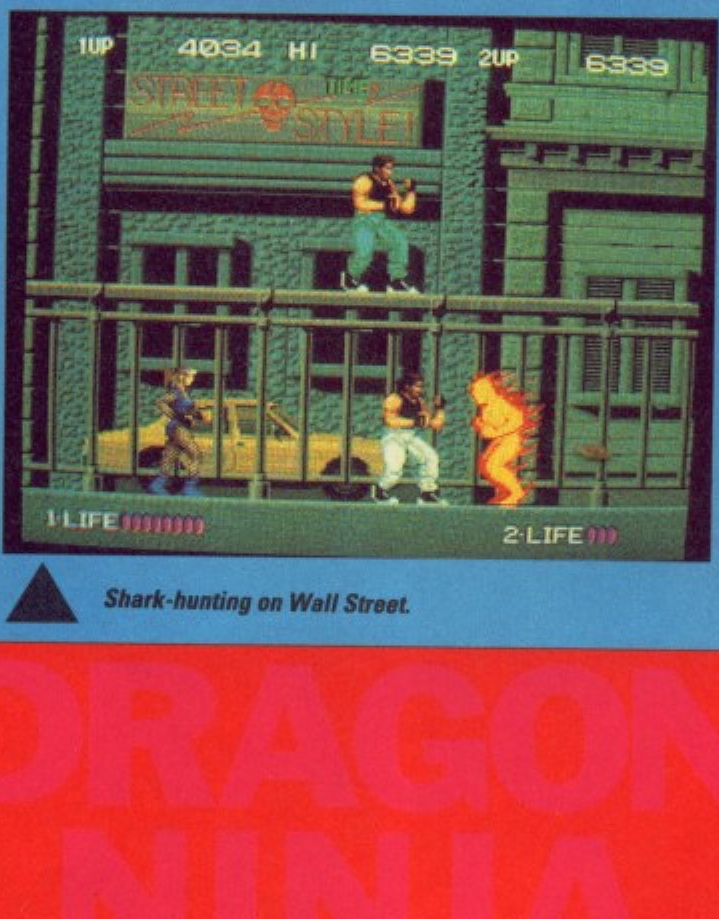
DATA EAST
2 x 10p

The way of the exploding fist seems to be a fairly profitable one, judging by the number of new coin-op beat 'em ups cropping up in the arcades.

Data East's *Dragon Ninja* makes use of many of *Double Dragon*'s characteristic feature's: it's a one- or two-player game in which you use the joystick and two buttons to throw a variety of kicks and punches, and there are also nunchakus and other weapons dotted about which can be picked up and used.

But who are these Dragon Ninja boys anyway? Well, I'm not quite sure about their motivation in life or just why they find themselves beset by all kind of violent thugs but what I can tell you is that they're a couple of George Michael lookalikes, they're walking around various sections of the Big Apple, and *everybody*'s out to get them.

Proceedings kick off in a grey streetscape, a bit like a down-at-heel Wall Street, where our heroes meet a range of Ninja swordsmen, acrobatic female fighters, sneaky dagger-wielders and the occasional man of fire (talk about street life). One blow will be enough to deal with most of these lads and lassies. If you come across a weapon, bend down and pick it up for even less exhausting combat. There are also bottles of life-sustaining cola dotted about the place to drink. (How do I know it's cola? Because every time one of the Dragon Bros. stoops for a slug he growls "cola" in neatly-digitised speech).



Shark-hunting on Wall Street.

At the end of each level, of course, there's a specially tough nasty to crush — except, unfortunately, they're not really all that tough. Level one closes when you pass a shop called 'Karnov's'. Ring any bells?

Yep, it's the selfsame fire-breathing hero of the recently converted (by Activision) Data East coin-op, and in a twinkling of an eye he appears, about five times as big, fierce and ugly as in his original game. Nevertheless, even if you're in one-player mode, a careful gamer won't have too much difficulty negotiating ol' Hot Lips.

Level Two is set in the sewers, and really it's just more of the same — fighting on a split-level screen against fairly run-of-the-mill warriors. The end-warrior here is a smallish chappie who folds his arms every so often and replicates into nine warriors. They're all just softies though, and you'll not be greatly troubled by these either.

Level Three is a bit more challenging — you're fighting on the roof of an articulated lorry speeding along a motorway. One false move and you plunge to your death. The enemy jump up at you from passing cars and once again, a nimble ninja like yourself should be able to cope. The end-warrior here, however, is considerably more dangerous, with huge metal claws for both weapons and protection.

Level Four finds you in a forest, with dobermann pinschers added to your foes and a giant acrobat as the end-warrior. And . . . so on, really.

Dragon Ninja's graphics and playability are up to the standards one now expects from quality beat 'em ups, and there are several funny little touches, it's just not tough enough, or varied enough, to really hold the average beat 'em up fanatic's attention for very long. And those few little touches apart, there's nothing here we haven't seen before.

It's not that *Dragon Ninja*'s bad: it's just not brilliant, and these days, that's what you've gotta be, matey.

Nick Kelly

GRAPHICS:	6
SOUND:	5
TOUGHNESS:	4
ENDURANCE:	4
CONVERTABILITY:	7
OVERALL:	5

ARCA

With the Olympics in Seoul looming, SNK have chosen an appropriate moment to break their relative silence and revived the *Decathlon* style gaming with a whacking great Olympics coin-op, which allows up to four players to cluster around its enormous view-from-above console in a manic battle for medals.

Gold Medalist pits you against three human, or computer-controlled, rivals in a series of nine Olympic events. There are medals for the top three of the four competitors, but if you fail to achieve the minimum qualifying standard in any given event, it's an early shower (or a hastily inserted twenty pence extra) for you, friend.

First of all you get to choose your name and nation (country-wise the selection's pretty broad, with about eight different major sporting nations, but your name better not have more than three letters). Then it's off with the track suit, and limber up those fingers: this is not a game for the frail and infirm.

Control in true *Hypersports* and *Decathlon* style is by way of three buttons, two to give you speed



How high can you try?

GOLD MEDALIST

SNK 2 x 10p

(punching just one of them frenziedly does work, but for real world record-breaking attempts, especially in the track events, you need to beat a tattoo on both) and one to halt/jump/fire/release grip with. For ease of explanation let's call the first two buttons "speed" and the third one "agility".

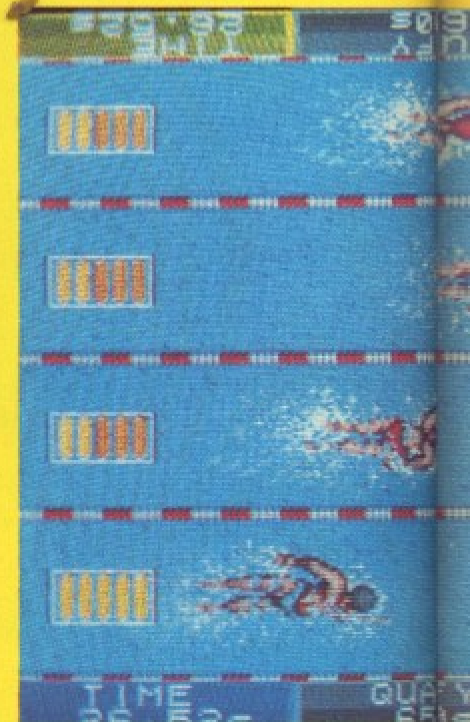
First event is the hundred metre dash seen, as are all the running events, from a crow's eye view. You line up at the blocks, the starter appears in a frame and gives you the orders. This event is pretty frenetic. In fact, so much so that by the end of the ten seconds you feel like you've really run the race yourself on fingertips. And to add insult to the quite serious injury (well, blisters at least) only the most coordinated and fit are likely to win the gold here.

Slip that discus.



All of which brings me to my one major gripe about *Gold Medalist*: the controls. The trouble with having such a disparate array of events is that what is quite straightforward and realistic for one may prove desperately awkward for others. In particular, the various track sports would be far more realistic with a roller ball control instead of the speed buttons. This would, of course, not necessarily be quite so groovey for discus throwing or boxing, but personally I'd prefer to be rolling into my punches than giving myself button-burn in my desperation to pump myself along the track/pool. Or perhaps SNK could even have included *both* systems of control.

OK, moan over: back to the



Don't forget to breathe.

games. Assuming you've brought sufficient dextrosol tablets and corn plasters to get you under the qualifying time for the 100m, the next event is the long jump. This time the idea is to dash as fast as you can along the horizontally-scrolling run-up, hitting the agility button as close to the board as possible without actually crossing it

ADES



Give him one for your country.



(a "foul" is called if you do). Pressing the agility button stops your onscreen character in his tracks, and simultaneously starts an "angle"-o-meter dashing furiously upwards from ten degrees. Taking your finger *off* the agility button stops the meter. At this point your character launches himself out over the sand pit. How far you jump depends on a combination of run-up speed (the faster, the better), lift-off position (obviously the nearer you can get to the board without fouling, the more of your jump actually counts) and lift-off angle (if you release the agility button too soon, you won't get enough height to travel far, release it too late and all your power is going to be directed upwards rather than outwards). Beating the speed buttons while you're in mid-air can also give you slightly longer flight-time in the same way that real long jumpers "run on air".

If you survive this, next up is acrobatics: you spin around a high bar several times picking up speed, then pick the correct moment to launch yourself high into the air and use the speed buttons to turn as many somersaults as you can fit in before making a safe landing. But be careful — if you're too ambitious and can't get yourself into a basically vertical position (head *up*wards, natch) for landing the panel of three judges are liable to scratch their ears, rub their chins and award you a not-very-wonderful mark.

The swimming event is much the same as the running events, except that as well as giving the speed buttons a manic pasting you've also got to hit the agility button to breath (if you don't, you find yourself, having to stand up in the pool to avoid drowning). If anything this event is even tougher than the straight running — I actually retired myself on a couple of occasions from sheer exhaustion.

Boxing (two rounds) is fairly standard beat 'em up fare, despite the mysterious pre-event advice to "follow through your punches" (each event is preceded by a computer demonstration and a snippet of "useful" advice for amateurs, incidentally).

Discus is on the long jump principle: a maximum of two speed-generating spins, hit the agility button at precisely the correct moment to ensure that you're aiming within the bounds of play, then release the button when you're happy with the angle of flight.

And if you're still in the reckoning, there's high jump next (once again, similar principle to long jump), the very tough 100m hurdles (hit agility to ensure a jump at just the right point) and the completely draining 400m "dash".

Well, those are the particulars. And the generals? *Gold Medalist* may not represent a radical departure in content from previous sporting event type games, but it's certainly a most impressive and entertaining package. The overall standard of the huge-screen graphics is, as you might expect, very high, with literally dozens of realistic and comic touches (the discus event is especially pretty, right down to the spinning flight of the discus itself). And while some events (notably the acrobatics) are a good deal less taxing than others, you're going to have to be damn good to make your way through the game without plenty of trial runs. If you liked *Combat School*, *Decathlon* and *Hypersports*, I can't see you being able to resist this.

Nick Kelly

GRAPHICS:	8
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	8
CONVERTABILITY:	8
OVERALL:	8

Gold Medallist: Over the top!



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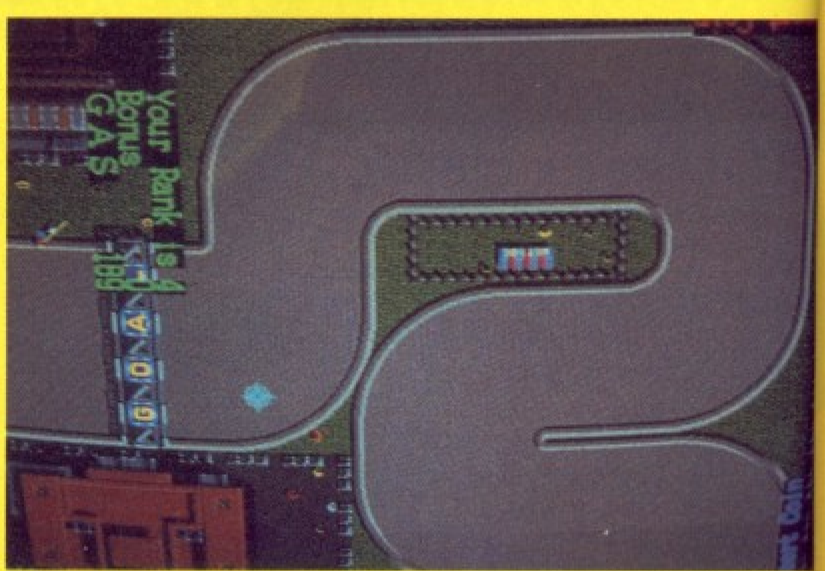
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ARCA

SEGA 5 x 10p

HOT ROD

Fans of the old-fashioned "view from above" driving games like *Super Sprint* have had a lean couple of years. Apart from the brief appearance of Atari's *APB* last year, the coin-op companies have been spending almost all their shekels developing ever-faster, ever-sexier *Out Run* playalikes. So imagine my surprise when a recent trip to my local house of fun revealed not one but two big new dedicated driving games which feature a seagull's eye view . . .



The long and winding road . . .

Bit of a weird one this, most notably because of its huge, four-sided console. With a steering wheel and accelerator housed in each side, at any given time at least one competitor will be "driving" upside down. Still, nobody ever said coin-ops had to imitate life, did they?

The gameplay is not dissimilar to that hoary old hit of yesteryear, *Super Sprint, not,* I regret to say, a very great recommendation in these eyes.

For one to four players, *Hot Rod* sends your dinky little cars winding through a four-way scrolling course, or, rather, a series of courses. Control is tricky, and speed is infuriatingly lacking, at least until you get your mitts on some enhancements. And the only way to do this is to drive over various icons dotted about the track, which gain your fuel and points.

At the end of each race, your points are converted into dollars, and you get to choose from an array of useful enhancements (special tyres, speed-up, more control and so on). If you don't manage to pick up any points en route from the start to the finish lines, well tough luck: this ain't no pinko socialist driving circuit, and what you can't afford, you do without. And if you run out of gas, well, it's another 50p, buddy, or butt out.

The different road surfaces you can find yourself racing on range from asphalt and sand to snow and water, so tyre choice really is important if you don't want to get left behind. Extra bumper protection and control is essential to prevent yourself continually smashing into obstacles, and damaging yourself when you do. And extra speed is *really* necessary if you don't want to fall asleep mid lap.

The roads are sometimes bounded by fences in poor repair, enabling occasional short cuts through broken sections across rough land. Not very realistic? Well, hell, you can drive right through the opposing cars! Even more humiliating, when you fall really far behind and the other three vehicles are at the opposite end of the screen, some mysterious force picks you up and drops you right back amongst them rather than letting you be obscured by the scrolling.

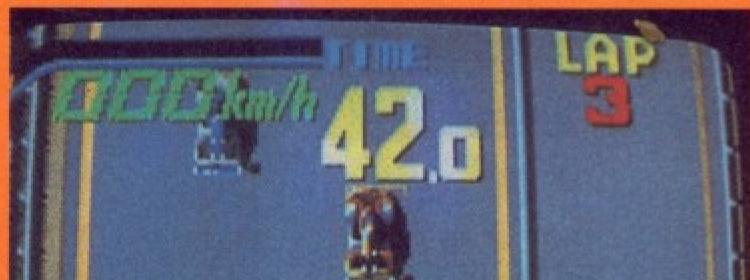
Tiny spectators line the roads, and can be observed by those with 20/20 vision to be applauding. At the end of each race a short victory sequence has the winner being pecked on the cheek by some blushing lovely, but by and large these graphics just don't cut it in comparison to the competition.

Worse still, the pace and handling of the game are in roughly equal measures, dull and frustrating.

In fact, about the only real appeal the game has is as a four-player game, with three good mates. Even then the lack of thrills soon overcomes the good-natured overtaking and short-cutting.

Nick Kelly

GRAPHICS:	3
SOUND:	5
TOUGHNESS:	7
ENDURANCE:	4
CONVERTABILITY:	3
OVERALL:	4

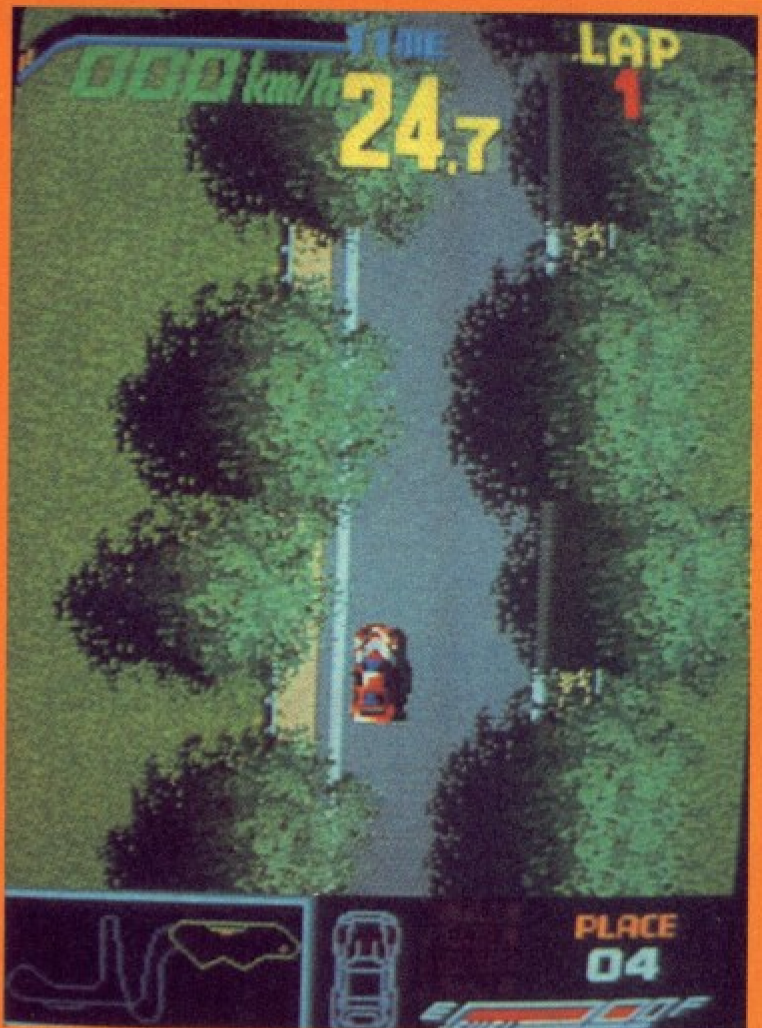


Three seconds, two, one. Go!

ARCA



Time for a few additions.



Accelerate through the tree-lined straight.

CHEQUERED FLAG

KONAMI
5 x 10p

Konami's latest offering is housed in a long dedicated sit-down cabinet. Nope, it doesn't jerk you all around the room, but it does possess a most effective "sensurround" feature, and excellent sound effects, the combination of which makes up for the lack of yer ackshual hydraulics.

Shove in your coinage and you're treated to a spectacular first sight of the game: through swirling clouds you spiral down towards the race track, the stadium, spectators and other cars slowly coming up to meet you. Except they never do, of course. *Chequered Flag* keeps you hovering about fifty feet above the scene throughout, apart from occasional pit stops when you drop a little closer to ground level.

All of which means that, for arcade brats spoiled by larger than life head-on graphics, the faraway look of *CF* may seem a bit too old-fashioned to warrant more than a glance. But if you can keep your preconceptions in rein, and risk a shiny 50 pence piece, you may be pleasantly surprised by the playability.

In *Chequered Flag* you begin as a rally car driver and the ultimate object is to work your way up through sports cars until you can become a Formula 1 champeen. The way each race works is not dissimilar to last month's *Continental Circus* scenario. You've got to complete laps within specific time limits, and simultaneously move up in the rankings. The roads wind round bends, and — a particularly neat touch — speed up tree-lined roads, partially obscured by the branches overhanging the road.

There are plenty of other cars to pass, ram into and watch spin off the road of their own accord. But before you embark on wholescale vehicle destruction, take note: there's a small icon representing various faults that can occur with your car (tyres, mechanical problems, etc) and any amount of contact, either with other vehicles, obstacles or course boundaries, will most likely set one or more of these icons flashing. (That is, unless your mistake is so grave that it sends your vehicle somersaulting and exploding.)

If you've damaged your machine, sooner or later you'll probably have to pit in — otherwise you'll either explode, or be so incapacitated as to have no chance of finishing the race before your fuel, and time, runs out. When you see a pits sign indicated (you'll also get a verbal warning courtesy of the excellent digitised American commentator) pull over — unless you're so close to the end of a stage or race that any delay would detract from your chances of moving onto the next level — and get your car put to rights. This only takes a few neatly-illustrated seconds, but with the roar of cars passing on the track (each one reducing your ranking counter) you'll be biting your nails to get back out there.

As the game progresses, more nice touches become apparant: headlights which need to be used for night-time and rain that's prefaced by clouds appearing in shadow on the course below and represented by drops falling down from you onto the road (time for wet weather tyres, of course).

Mostly, though, it's the handling of the car, ever responsive to even the most delicate twitches on your steering wheel, that make *Chequered Flag*, so attractive.

Nothing staggeringly original here, y'understand, but very nicely done indeed.

Nick Kelly

GRAPHICS:	7
SOUND:	8
TOUGHNESS:	6
ENDURANCE:	8
CONVERTABILITY:	7
OVERALL:	7

ADES

RESULTS

JOYSTICK COMPO

With fifty 'sticks up for grabs you can imagine how many entries we had in our Euromax compo. About two. Thousand that is. So a few disappointed entrants out there. A lot of people actually didn't identify the four sticks correctly they were in crder, The Terminator, The Professional, a Joyball and finally a Speedking.

The lucky winners, in no particular order, receive 25 Professionals and 25 Wiz cards.

B Wightman, Ringwood, Hampshire; Christian Hilton, Leamington Spa, Warwickshire; Daniel Vernon, Doncaster, South Yorkshire; W Turner, Dagenham, Essex; J Vaughan, Bonymaen, Swansea; Christien Down, Anstey, Leics; R Gleaves, Stoke-On-Trent, Staffs; Stewart Brown, Edinburgh; Patrick Llewellyn, London SW4; Jamie Mongen, Leeds, Yorkshire; Stuart Buckingham, Eastleigh, Hampshire; Stephen Pike, Westbury, Wilts; Nicholas Goddaro, St Leonards-On-Sea, East Sussex; David Thomas, Newcastle, Staffs; Richard Gray, Norwich, Norfolk; Marcus Holmes, Beaconside, Stafford; David Rushton, Stoke-On-Trent; Jamie John, Neath, W Glamorgan; Ian Boyd, Ipswich, Suffolk; B Jackson, Rossendale, Lancashire; P Bernard, Blakenhall, Wolverhampton; D Charles, Gwent, S Wales; Steven Lyon, West Derby, Liverpool.

I R Bradey, Sheffield; Lee Eckworth, Hove, Sussex; Natasha Lee, London N16; Steve John Smith, Birmingham; Paul Vincent, Sutton, Surrey; Paul Brattan, Hull; Paul Foster, Gt Broughton, Cumbria; S Cole, Guisborough, Cleveland; Robert Frew, Cumbernauld, Scotland; David Albone, Luton; Craig Yoxall, Athersley, S Yorks; W Livingstone, Norwich; Matthew Trickett, Sheffield; Martin Ryan, Mallow, Ireland; R Sporkslede, Wassenaan, Holland; Alexis Cane, Marlow, Bucks; A Person, London N20; Darren Baggot, Barry, Wales; S Lambourne, Worcester; Another Person, Sheffield; Matthew Roberts, Southampton; K Hoskins, Bristol; A Laws, Goole; Richard Cahill, Co Wexford; Mr L Elvin, Basingstoke; Warren Jackson, Melton Mowbray; Graeme Harper, Whitley Bay; Dean Pearson, Southport.

BIONIC COMPO

A quartet of quirky quick-fire questions soon sorted out the bionic commandos from the boys. But it was the terrific tie-breaker that dictated the outcome ... and lo a winner was found. Edward Newiss of Keighley in West Yorkshire will shortly be the proud (we hope) owner of a brand spanking new Amiga 500, courtesy of GO! He correctly named Lee Majors as the chap who played Steve Austin and Jamie Summers as the bionic woman (Lindsay Wagner was also acceptable), as well as quantifying the fact that Steve has four bionic bits — one eye (doot doot doot doot doot doot), one arm (accompanied by a funny cranking noise) and two leggies — which cost the grand total of $6,000,000 to fit. Ed's tie-breaker? Well, his names for the two cybernetic chappies were Alan and Eric Happiness (well it made us chuckle). As for the 25 runners-up who each get a copy of *Bionic Commandos*. . .

Deryck Shepherd, Nottingham; Anthony Thomas, Summertown, Oxford; Matthew Cleary, Woodrow, North Redditch; Mr P Nelson, Skelmersdale, Lancs; Malcolm John Glenister, London SE12; Mrs L Carson, Winsford, Cheshire; Mark Rodgers, Tingley, Wakefield; Glen Pattison, Broadstone, Dorset; A Tate, Whitley Bay; Matthew Court, Grantham, Lincs; Mr K Saddington, Tadcaster, N Yorks; James McGrory, Watford, Herts; Ian Curran, St Helens, Merseyside; Marc Blackie, London, SE4; David Waldron, Worley, West Midlands; Paul McLoughlin, Sallins, Co Kildare, Ireland; Wayne Morrall, Tamworth, Staffs; Lee Eckworth, Hove, Sussex; Mark Vickers, Talford, Shrops; Matthew Pearce, Bartley Green, Birmingham; Brett Patterson, Sheffield; Luke Kennedy, Birmingham; Lee Loveland, London SE22; Paul Wetherell, Houghton-Le-Spring, Tyne & Wear; Colin McCulloch, Witham, Essex.

CRL COMPO

CRL offered us a little compoette to celebrate the release of International Soccer in cassette form. We had a complete soccer kit and 25 copies of the game to give away. But first the answers. We asked you to tell us who Liverpool and Wombledon beat on the way to Wembley.

Well Liverpool squashed Stoke, Villa, Everton, Man City, Notts Forest and the Wombles thumped West Brom, Mansfield, Newcastle, Watford and Luton.

As for everyone's top player, despite some of you voting for your favourites in the team you support, Liverpool men came out on top, with John Barnes getting the majority vote.

Overall winner was Mr Clement Chung an Ipswich supporter, from Ipswich (where else?)

Runners-up: Jason Welathall, W Ruislip, Middx; Steve Lovell, Lancing, W Sussex; Graham Taylor, Poole, Dorset; Warren Jackson, Melton Mowbray, Leics; Edward Newiss, Keighley, W Yorks; Matthew Walker, Swinton, Manchester; Paul McLauchlan, High Wycombe, Bucks; W Livingstone, Norwich, Norfolk; M Hochey Guernsey; Matthew Hill, Peterborough; James B Jones, wrexham; Wai Ming Yau, Doncaster; P Gibbon, Redcar, Cleveland; Stuart Slater, Ibstock, Leics; J Tykell, Liverpool; R Fairs, Shoeburyness, Essex; L Moloney, Birmingham; M Jones, Birmingham; Warren Adams, Walsall; Glenn Mayo, Standlake, Oxon; Paul Foster, Lt Broughton, Cumbria; S Campion, Stevenage, Herts; Andrew Jupp, Emsworth; Simon Stace, Brighton, Andrew White, Bristol.

RESULTS

NEXT

THE AXEMEN RETURNETH (AGAIN)



Second generation games reach their peak next month with the release of *Barbarian II*, *Ninja II*, *Starglider II* and *Green Beret II (Vindicator)*. We'll be putting Ninja II and Barbie II head-to-head. As the software season hots up we'll also have reviews of *Roadblasters* and *Ikari Warriors* on the Amiga.

Look out too for some more great tips from Steve Jarratt and Julian Rignall taking you round *Giana Sisters*, plus tips on *Wizball* and *Sentinel* on the Amiga. We'll be previewing some of the new arcade releases for the summer too. There'll also be some special news about CU, which is so secret we can't tell you. Yet. We'll slay 'em dead.

See you July 18. . .

CU NEXT MONTH

MONTH

Tommy's Tips



"Now, my dear, this little poke won't hurt a bit . . ."

Interrupt

How can I save certain memory locations to disk, for example from $2000 to $4000 (8192 to 16384 decimal)?
How can I make text scroll smoothly over the screen?
Finally, I'm trying to learn machine code programming and I wonder if you've got a good book to recommend.
Dag E S Jacobsen, Norway

There are two convenient ways of saving memory locations to disk, the best method requiring the use of a 'Monitor' program. With a Monitor you can use the '.S' command followed by file name, device number and then the start address and end address(+1); the memory contents will be saved to the specified file. Likewise, memory contents can be recovered to their original location (or even to a different location) in a similar way.

If you are going to do any amount of machine code then a Monitor program is almost a must, together with an Assembler/Disassembler. If you don't have a Monitor, then the other way is to change the start and end of BASIC pointers to the section of memory you want to save and then do a SAVE"(filename)",8,1 in the normal way. This method is only really useful for saving outside a BASIC program for obvious reasons; if you alter the BASIC pointers while a program is running you could have problems! To save the area you specified, use the following code in direct mode:

```
POKE 43,0:POKE 44,32:POKE
45,1:POKE 46,64:SAVE"
(filename)",8,1
```

The last 1 ensures that when you LOAD the file it goes back to the original locations. As for scrolling text, the following program will get you started; it scrolls a line near the bottom of the screen. It can be extended to scroll whole sections of the screen by altering the various addresses. Note that most of the code is in BASIC to show the technique, but the actual character movement has to be done in machine code for the necessary speed. The program works by shifting the whole screen one pixel at a time, then shifting the screen back 8 pixels while moving the characters one complete character position backwards. If you want to keep part of the screen stationary then you must use the Raster Interrupt and load the shift register (53270) from a stored location for the part that moves and reset it to 8 (or 0 depending on which way you are scrolling) for the parts that don't. In that case all references to 53270 must be changed to the location where you store the value to be put in the shift register when the interrupt is generated. To learn more about the techniques of Raster Interrupts, scrolling text and machine code on the 64, try Rae West's book *Programming the Commodore 64*.

To get you started, this is how the scroll program works:
Line 5 reads the machine code program into the cassette buffer.
Line 40 POKEs colour codes in, for the line to be scrolled.
Lines 50 to 110 read in one character at a time from the DATA, POKEs it onto the screen at the start point and then scrolls the screen 7 pixels left.
Line 115 calls the m/c routine to shift the whole line one complete character left before the screen shifts back again.
Line 130 waits for the SHIFT key to be pressed before terminating the program.

```
5 T=0:FORL=828TO854:
READA:POKEL,A:T=T+A:
NEXT
10 READX:IF T<>X THEN PRINT "DATA
ERROR":STOP
20 POKE53270,8
30 PRINTCHR$ (147)
40 FORC=56176 TO 56215:
POKEC,1:NEXT
50 POKE53270,0
60 FORD=1TO70:READW
70 IFW=100THEN130
80 POKE1940,W
90 FORP=7TO0STEP−1
100 POKE53270,P
110 NEXT P
115 SYS828
120 NEXTD
130 WAIT653,1
140 POKE53270,8:END
190 DATA169, 7, 141, 22, 208, 160,
34, 162, 0, 232, 189, 114, 7, 202,
157, 114
195 DATA7, 232, 136, 208, 244, 169,
32, 157, 114, 7, 96, 3320
200 DATA20, 15, 13, 13, 25, 19, 32,
20, 9, 16, 19, 32, 1, 18, 5, 32, 20, 8, 5,
32
210 DATA7, 18, 5, 1, 20, 5, 19, 20, 33,
32, 32, 32, 32, 32, 32, 18, 5, 1, 4, 32,
3, 15, 13, 13, 15, 4, 15
220 DATA18, 5, 32, 21, 19, 5, 18, 32,
5, 22, 5, 18, 25, 32, 13, 15, 14, 20, 8,
32, 32, 32, 100, 100
```

Upgrade

I own a C64 and I intend to upgrade to an A500. But first I would like to know a few things about the A500:
1. Is the 512K RAM expansion which is currently available of any real use or have any real applications or is it just a sales gimmick?
2. Does the A500 have an on-board reset switch?
3. Can I plug my Quickshot II joystick straight in without the need for an adaptor?
4. Is it true that the A500's BASIC has to be loaded in from disk?

5. What will the picture quality be like if I use the TV modulator and use my portable TV as a monitor?
Alan Mullen,
Ayrshire,
Scotland

Not only does the 512 kbyte RAM expansion have real applications, you will be hard pressed to make full use of all the current Amiga software without it! Any program that uses sophisticated graphics will really gobble up memory at an incredible rate, and if you want to use the full multi-tasking abilities of the Amiga then the extra memory will really earn its keep. That is not to say that the Amiga 500 is useless without extra memory, but these days 512 kbytes is the minimum and 1 Mbyte is what you want to aim for.

All Amigas have a 'hot key' combination of three keys pressed together which does a warm start reset. There is no actual reset switch as such, as on the C128 for example.

While the joystick will plug into the games/mouse ports of the Amiga, there is a lot of software that cannot use the 'standard' joystick. You may need to get one designed specifically for the Amiga that emulates the same type of input as the mouse; i.e. pulses, rather than just on or off.

As for BASIC, unlike the C64, the Amiga does not run BASIC as the standard system. There is an Operating System accessed through the Workbench environment, or the CLI (Command Line Interpreter). You can then load whatever language you like, to program the Amiga, which gives much more flexibility to the machine. Since the disks are fairly fast this isn't a major problem, unless of course you keep totally crashing the system and have to reset it every time!

As for picture quality, this is perfectly adequate on a colour TV, but obviously you won't get quite the same quality as with a hi-res monitor.

Isolation

I have just sold my Commodore 128 and disk drive to buy an Amiga 500. But I'm having second thoughts, due to the virus. What should I do? What is the virus and is there a cure?
R. Powell,
Sheffield

Do not let the thought of the dreaded 'virus' put you off buying an Amiga. There has been a lot of hype in the press recently about viruses, much of it exaggerated. Basically, a virus is a small program that spreads itself onto disks by loading itself into the computer from an 'infected' disk and then writing itself to any disk that is placed in the drive and then accessed. It is not likely to be present on commercial software and the easiest way to protect your disks is to leave the 'write-protect' tab set except when actually writing to the disk.

Most viruses are spread by copying or running 'pirated' software or some 'public domain' software. It can be removed from your disks comparatively easily if you should get 'infected', by re-installing the disk, although certain games which rely on copy-protection using the header blocks may get corrupted. However, there are thousands of Amiga owners who have never seen a 'virus program' on their computer, so go ahead and buy!

Five questions

For about half a year, I've had a 64C, which has given me endless pleasure. I would be very grateful if you could answer my five questions.
1. Would it be best to save up for a disk drive, or for a 16-bit machine, and if a disk drive is recommended, which is best to go for?
2. How long does an average disk (eg 720°) take to load into a C64?
3. What does the term 'DSDD' stand for?
4. When game programmers are designing graphics, do they use a mouse/light pen, or do they program in all the data?
5. Does the 64C give out an RGB signal?
Sam Comley,
Crewe,
Cheshire

If you have only had your C64C for about 6 months I would say you have a lot more pleasure to come from the machine. It is also a lot cheaper to buy a disk drive than an Amiga (what other 16-bit machine would you be referring to?) and of course the software is cheaper as well. The 1541 (or 1541C) is the official Commodore drive for the 64, but the Excellerator Plus from Evesham Micros has to be best value for money at only £129.95 which includes GEOS (a WIMP type environment).

As for how long it takes to load a disk, it is more relevant to ask how long it takes to load a program, since you can have many programs on a single disk. The answer is about 6-10 times faster than from tape (and if you fit one of the new parallel loader systems for the disk, about 3-5 times faster still).

DSDD stands for Double Sided Double Density and refers to the standard to which the disk has been tested; it will normally also specify 48 tpi (tracks per inch) or 96 tpi, although the latter are sometimes called Quad Density (DSQD). In fact, you don't need double sided disks for the 1541 (or equivalents) since it is only a single sided drive. You can therefore get away with buying the cheaper SSDD disks.

Commercial graphics are done in many ways, some software houses have in-house graphics creation programs which they use; others develop the programs on a different machine entirely and then port it across. Amateur programmers use whatever they can; the easier the better. Finally, you cannot get an RGB signal out of a C64C – composite video only I'm afraid.

Drive on

I recently purchased a Commodore 1571 for use with my 64. However, when using it I have noticed the following points.
1. I find that after loading several games I start to get a "file not found error" message (D.O.S. error 74, disk not formatted) when initially loading a game.
The only way to load the game (and any successive games) is to switch off both the computer and the disk drive for approximately 20 seconds.
2. The drive seems to get excessively hot after approximately two hours of use.
Are any of these points to be expected? Could they be related?
C. Limerick,
North Shields,
Tyne and Wear

Part of the problem could be that the 1571 is not designed for use with the 64, but for the 128. The DOS in the 1571 is actually slightly different from the 1541 and this can cause the occasional compatibility problems with the 64. This can occur even when using the 1571 with the 128 in '64 mode'. Have you tried issuing an 'Initialise' command to the drive? This has the effect of resetting the drive to its power-up state without actually switching it off.

Also, some games use copy protection methods that stop the drive from reading subsequent files correctly and this could also be part of the problem; this would certainly be solved by the Initialise command.

As for temperature, all electrical devices get hot after a while, but the drive certainly shouldn't get too hot to touch. A good airflow is essential however, so make sure you aren't using the drive in a place where the airflow around it is restricted. If the drive is positioned correctly, but still gets 'excessively hot' then there may be a fault which you could get sorted under warranty, since you say you only purchased it recently. As for the two problems being related, if the drive is definitely overheating then this could indeed cause certain components to suffer thermal failure, although this seems unlikely in this case, in view of the fact that the drive works correctly again after only a few seconds switch-off. If you are still unhappy, contact the dealer who sold you the 1571.

64 silence

I am writing to ask you for help with my problem. I have a 64 and the sound has packed up. Well not exactly you can just hear it very faintly in the background on some games.
I wondered if the SID chip could be reset with POKES, if so how? Or will I need a new SID chip fitting?
P. Hudson,
Sheffield

I am afraid that there is no way you can 'reset' the SID chip if it is faulty, since it is reset every time you turn the machine on. If the sound has gone on all your programs then it does very much suggest that either the SID chip itself has gone or a component in the associated circuitry. Your best bet is to send it to one of the many repair companies who specialise in Commodore repairs. My personal recommendation would be Verran, who can be contacted on 0276 66266. The repair will cost you £22-95.

Can't C

I have just purchased a Commodore 1541 disk drive. I think! You see, I'm not sure.
On the drive it says that it's a 1541, but in the manual it says that it's a 1541C.
Any ideas what I've got? What's the difference between a 1541 and a 1541C? Is there any difference?
Prudence Oliver,
London SE6

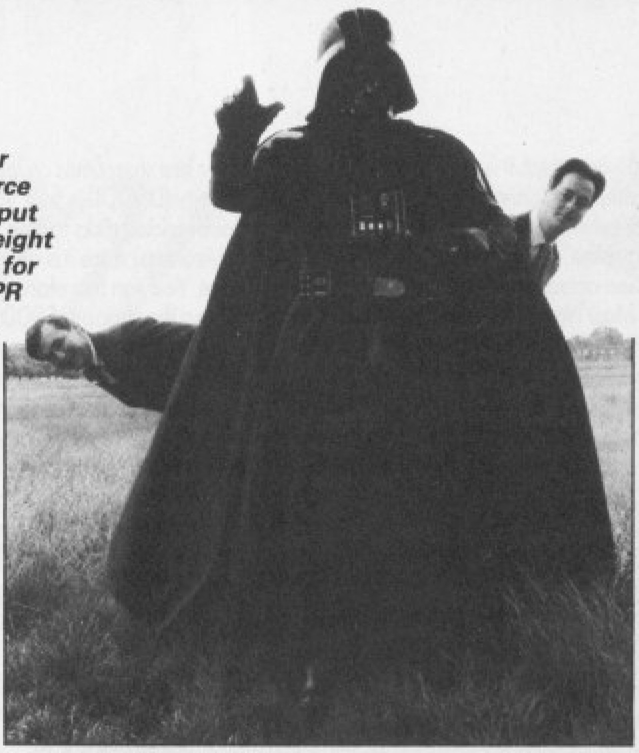
The 1541 and the 1541C are the same drive; almost! The differences are that there have been some changes to the PCB (Printed Circuit Board) which apparently makes manufacturing easier (and presumably cheaper!) and the new colour scheme of the case was to match the new 64C (hence the 'C' stuck on the end of the drive number).

However, whichever your drive actually is, they both work in exactly the same way and so the differences should not affect the use of the drive.

THE LAST WORD

What's The Last Word? Well everyone likes to have the last word don't they? And this is it, an occasional collection of mumblings, grumblings and erm, gossip from the wacky world of software.

Darth Vader feels the force as Domark put their full weight behind him for the dodgy PR pic season.



● Great news from Commodore about the drop in the price of the Amiga and the 64. It should ensure a future right at the top for the company and it'll be a boon to gamers everywhere. A price cut was just what everyone including CU had been calling for since last year. A pity it didn't happen sooner.



Do you know who's the third man at Sensible Software? No, but you hum it and . . . It is now confirmed that ex-Ocean keyboard wiz, Martin Galway has joined forces with Chris and Jon at Sensible Software to produce a rock magnum opus. They're also planning to release a few games including their skilful soccer sim (now as we understand signed to Microprose).

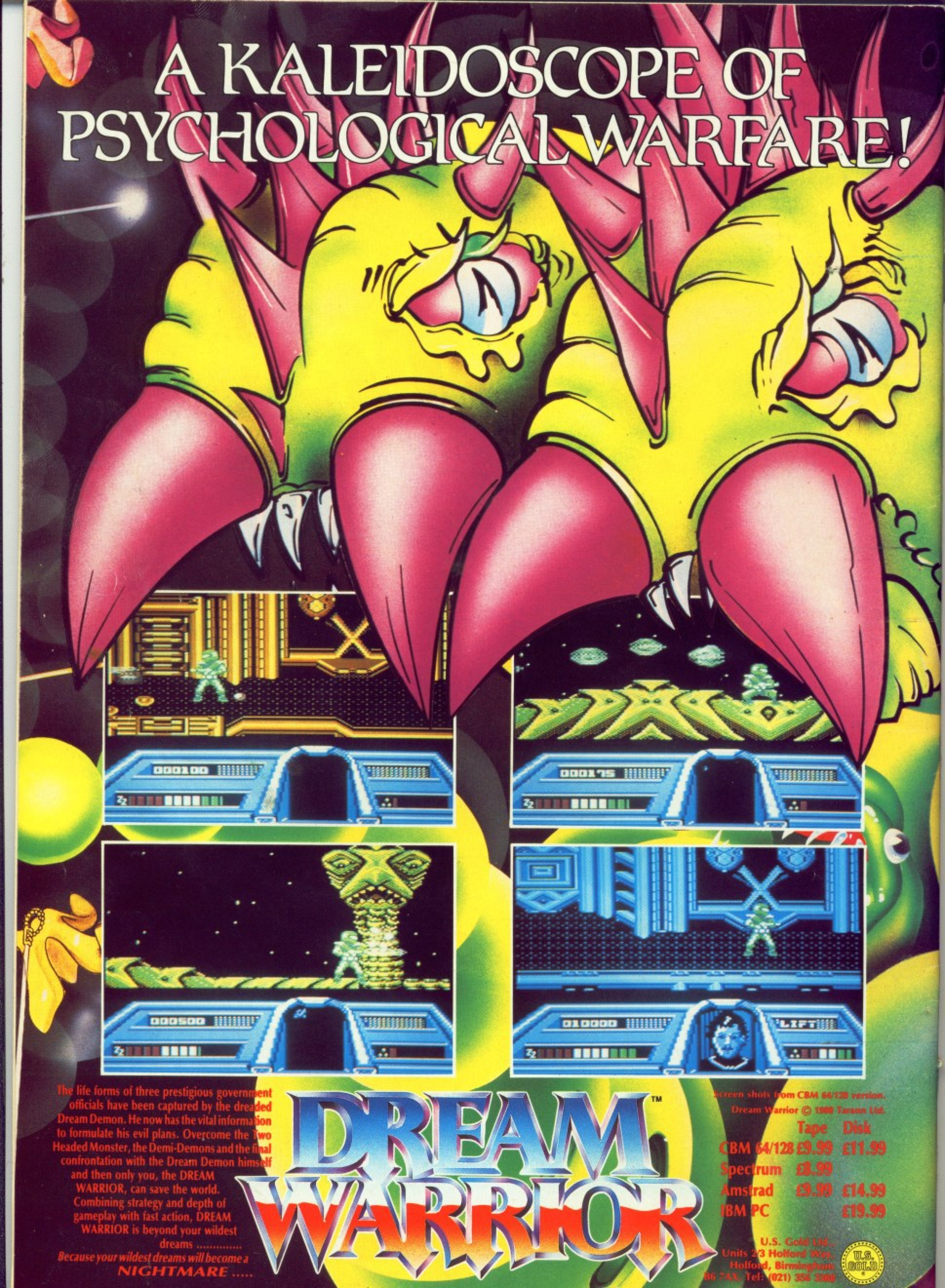
● It was at the Commodore Show (unsurprisingly) that Commodore chose to make their announcement. CU was there along with other assorted journos, and, surprisingly, Code Masters man and industry celeb (cough, cough) Bruce Everiss sporting a natty black bin liner. What, we wondered, was Moose there for? The question was answered when Commodore finished making their announcement. Bruce stood up and emptied the bin liner on a table to reveal a pile of Code Masters press packs. Cheapo PR suddenly took on a whole new meaning ...

● Whilst we're on the subject of Bruce (we'll get off it soon, promise) he rang the mag the Monday after Johnnie Dumfries won the Le Mans 24 hour race to announce that the driver was licensing a race game for them. No doubt this will come as news to the Earl...

● Meanwhile in the only marginally less wacky world of publishing it's been all change recently with companies swapping staff (well people coming to EMAP mostly) at an alarming rate. The news that Zzap! and Crash Eds Julian Rignall and Steve Jarratt were leaving to work freelance for us (and C&VG) was followed by the bombshell that CU Dep Ed and moose-like genius Gary Penn is leaving soon to start a 16 bit mag down the other end of the room. But what of Zzap!s new editor Gordon Houghton? Avid Letters page readers may remember that it was he who won the impromptu shortest letter competition that featured in a few issues a while back. Showing an acute grasp of punctuation, he sent in an exclamation mark.

● Psygnosis have just been on the phone in a blind panic asking us to make a late announcement about *Draconia* (reviewed on pp 50/51) because the names of all the levels have been changed. Sound thinking ...

● Anyone spot the two recent TV appearances of software houses? Activision supremo Rod Cousens was whisked on and off in a blinking of TLW's eyes during the Telethon, whilst Ocean's Gary Bracey popped up on ITV's Get Fresh standing far too close to the odious Gaz Top ...



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